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| <div><div><div>Bitter Triumph</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Bitter Triumph</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Bitter Triumph</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Blooming Marsh</div></div><div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                |
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| <div>Cantankerous Keepers (5)(6)</div> <div>Creature -- Elf Soldier</div> <div>Affinity for Elves (This spell costs {1} less to cast for each Elf you control.)<br/>When this creature enters, mill four cards, then put all Elf cards from among them into your hand.</div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Cantankerous Keepers (5)(6)</div> <div>Creature -- Elf Soldier</div> <div>Affinity for Elves (This spell costs {1} less to cast for each Elf you control.)<br/>When this creature enters, mill four cards, then put all Elf cards from among them into your hand.</div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Cantankerous Keepers (5)(6)</div> <div>Creature -- Elf Soldier</div> <div>Affinity for Elves (This spell costs {1} less to cast for each Elf you control.)<br/>When this creature enters, mill four cards, then put all Elf cards from among them into your hand.</div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Cavern of Souls</div> <div>Land</div> <div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                       |
| <div>Cavern of Souls</div> <div>Land</div> <div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                           | <div>Cavern of Souls</div> <div>Land</div> <div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                           | <div>Cavern of Souls</div> <div>Land</div> <div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                           | <div>Champions of the Perfect (3)(6)</div> <div>Creature -- Elf Warrior</div> <div>As an additional cost to cast this spell, behold an Elf and exile it. (Exile an Elf you control or an Elf card from your hand.)<br/>Whenever you cast a creature spell, draw a card.<br/>When this creature leaves the battlefield, return the exiled card to its owner's hand.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

## Champions of the Perfect ③⑥

Creature -- Elf Warrior

As an additional cost to cast this spell, behold an Elf and exile it. (Exile an Elf you control or an Elf card from your hand.) Whenever you cast a creature spell, draw a card. When this creature leaves the battlefield, return the exiled card to its owner's hand.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dawnhand Dissident (B)

Creature -- Elf Warlock

{T}, Blight 1: Surveil 1.  
{T}, Blight 2: Exile target card from a graveyard.  
During your turn, you may cast creature spells from among cards you own exiled with this creature by removing three counters from among creatures you control in addition to paying their other costs.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dawnhand Dissident (B)

Creature -- Elf Warlock

{T}, Blight 1: Surveil 1.  
{T}, Blight 2: Exile target card from a graveyard.  
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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dawnhand Dissident (B)

Creature -- Elf Warlock

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{T}, Blight 2: Exile target card from a graveyard.  
During your turn, you may cast creature spells from among cards you own exiled with this creature by removing three counters from among creatures you control in addition to paying their other costs.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dwynen's Elite 1G

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 PLAY botbox.dev

Dwynen's Elite (1)(G)

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 PLAY botbox.dev

Dwynen's Elite (1)(G)

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 PLAY botbox.dev

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Creature -- Elf Warrior

When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token.

2/2

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| <div><div><div>Elvish Archdruid</div><div>①⑥⑥</div></div><div>Creature -- Elf Druid</div><div>Other Elf creatures you control get +1/+1.<br/>{T}: Add {G} for each Elf you control.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Elvish Archdruid</div><div>①⑥⑥</div></div><div>Creature -- Elf Druid</div><div>Other Elf creatures you control get +1/+1.<br/>{T}: Add {G} for each Elf you control.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Elvish Archdruid</div><div>①⑥⑥</div></div><div>Creature -- Elf Druid</div><div>Other Elf creatures you control get +1/+1.<br/>{T}: Add {G} for each Elf you control.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Elvish Archdruid</div><div>①⑥⑥</div></div><div>Creature -- Elf Druid</div><div>Other Elf creatures you control get +1/+1.<br/>{T}: Add {G} for each Elf you control.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             |
| <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div><div>Imperious Perfect</div><div>②⑥</div></div><div>Creature -- Elf Warrior</div><div>Other Elves you control get +1/+1.<br/>{G}, {T}: Create a 1/1 green Elf Warrior creature token.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Imperious Perfect</div> <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Creature -- Elf Warrior</div> <div>Other Elves you control get +1/+1. {G}, {T}: Create a 1/1 green Elf Warrior creature token.</div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Llanowar Elves</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                      | <div> <div>Llanowar Elves</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                      | <div> <div>Llanowar Elves</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                      |
| <div> <div>Llanowar Elves</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                 | <div> <div>Multiversal Passage</div> <div>Land</div> <div>As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.</div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Multiversal Passage</div> <div>Land</div> <div>As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.</div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Multiversal Passage</div> <div>Land</div> <div>As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.</div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div><div>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                       | <div><div>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                       | <div><div>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                       | <div><div>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                 |
| <div><div>Requiting Hex</div><div>Instant</div><div>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)<br/>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Requiting Hex</div><div>Instant</div><div>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)<br/>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Requiting Hex</div><div>Instant</div><div>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)<br/>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Three Tree City</div><div>Legendary Land</div><div>As Three Tree City enters, choose a creature type.<br/>{T}: Add {C}.<br/>{2}, {T}: Choose a color. Add an amount of mana of that color equal to the number of creatures you control of the chosen type.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Tyvar, the Pummeler</b> ①⑥⑥<br>Legendary Creature -- Elf Warrior<br>Tap another untapped creature you control: Tyvar gains indestructible until end of turn. Tap it.<br>{3}{G}{G}: Creatures you control get +X/+X until end of turn, where X is the greatest power among creatures you control.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Tyvar, the Pummeler</b> ①⑥⑥<br>Legendary Creature -- Elf Warrior<br>Tap another untapped creature you control: Tyvar gains indestructible until end of turn. Tap it.<br>{3}{G}{G}: Creatures you control get +X/+X until end of turn, where X is the greatest power among creatures you control.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Virulent Emissary</b> ⑥<br>Creature -- Elf Assassin<br>Deathtouch<br>Whenever another creature you control enters, you gain 1 life.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Virulent Emissary</b> ⑥<br>Creature -- Elf Assassin<br>Deathtouch<br>Whenever another creature you control enters, you gain 1 life.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Virulent Emissary</b> ⑥<br>Creature -- Elf Assassin<br>Deathtouch<br>Whenever another creature you control enters, you gain 1 life.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                              | <b>Wastewood Verge</b><br>Land<br>{T}: Add {G}.<br>{T}: Add {B}. Activate only if you control a Swamp or a Forest.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                     | <b>Wastewood Verge</b><br>Land<br>{T}: Add {G}.<br>{T}: Add {B}. Activate only if you control a Swamp or a Forest.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                        | <b>Wastewood Verge</b><br>Land<br>{T}: Add {G}.<br>{T}: Add {B}. Activate only if you control a Swamp or a Forest.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                        |

## Wastewood Verge

Land

{T}: Add {G}.  
{T}: Add {B}. Activate only if you control a Swamp or a Forest.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

## Woodland Weavemaster ①⑥

Creature -- Elf Druid

Vigilance  
Whenever another Elf you control enters, this creature gets +1/+1 until end of turn.  
{T}: Add X mana of any one color, where X is this creature's power. Spend this mana only to cast Elf spells and activate abilities of Elf sources.

**1/2**

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## Woodland Weavemaster ①⑥

Creature -- Elf Druid

Vigilance  
Whenever another Elf you control enters, this creature gets +1/+1 until end of turn.  
{T}: Add X mana of any one color, where X is this creature's power. Spend this mana only to cast Elf spells and activate abilities of Elf sources.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Woodland Weavemaster ①⑥

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Vigilance  
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{T}: Add X mana of any one color, where X is this creature's power. Spend this mana only to cast Elf spells and activate abilities of Elf sources.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ancient Vendetta (3)(B)

## Sorcery

Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles.

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

## Ancient Vendetta (3)(B)

Sorcery

Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles.

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[sideboard]
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ancient Vendetta (3) (B)

Sorcery

Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles.

[sideboard]

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## Deathmark (B)

Sorcery

Destroy target green or white creature.

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[sideboard]
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| <b>Deathmark</b> <span>(B)</span><br><hr/> Sorcery<br><hr/> Destroy target green or white creature.<br><br>[sideboard]                                                                                                                                                                                                                                                           | <b>Emeritus of Abundance</b> <span>(2)(G)</span><br><hr/> Creature -- Elf Druid<br><hr/> Vigilance<br>This creature enters prepared. Whenever this creature attacks, if you control eight or more lands, this creature becomes prepared.<br><br>[sideboard] <div>3/4</div> <hr/> <b>Regrowth</b> <span>(1)(G)</span><br><hr/> Sorcery<br>Return target card from your graveyard to your hand. | <b>Ghost Vacuum</b> <span>(1)</span><br><hr/> Artifact<br><hr/> {T}: Exile target card from a graveyard.<br>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.<br><br>[sideboard] | <b>Ghost Vacuum</b> <span>(1)</span><br><hr/> Artifact<br><hr/> {T}: Exile target card from a graveyard.<br>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.<br><br>[sideboard]                                                                                                            |
| <b>Ghost Vacuum</b> <span>(1)</span><br><hr/> Artifact<br><hr/> {T}: Exile target card from a graveyard.<br>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.<br><br>[sideboard] | <b>Heritage Reclamation</b> <span>(1)(G)</span><br><hr/> Instant<br><hr/> Choose one --<br>* Destroy target artifact.<br>* Destroy target enchantment.<br>* Exile up to one target card from a graveyard. Draw a card.<br><br>[sideboard]                                                                                                                                                     | <b>Heritage Reclamation</b> <span>(1)(G)</span><br><hr/> Instant<br><hr/> Choose one --<br>* Destroy target artifact.<br>* Destroy target enchantment.<br>* Exile up to one target card from a graveyard. Draw a card.<br><br>[sideboard]                                                                                                                                        | <b>High Perfect Morcant</b> <span>(2)(B)(G)</span><br><hr/> Legendary Creature -- Elf Noble<br><hr/> Whenever High Perfect Morcant or another Elf you control enters, each opponent blights 1. (They each put a -1/-1 counter on a creature they control.)<br>Tap three untapped Elves you control: Proliferate. Activate only as a sorcery. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)<br><br>[sideboard] <div>4/4</div> |

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| <div><div><div>Reclamation Sage</div><div>26</div></div><div><div>Creature -- Elf Shaman</div><div>When this creature enters, you may destroy target artifact or enchantment.</div><div>[sideboard]</div><div><div>21</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Reclamation Sage</div><div>26</div></div><div><div>Creature -- Elf Shaman</div><div>When this creature enters, you may destroy target artifact or enchantment.</div><div>[sideboard]</div><div><div>21</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Reclamation Sage</div><div>26</div></div><div><div>Creature -- Elf Shaman</div><div>When this creature enters, you may destroy target artifact or enchantment.</div><div>[sideboard]</div><div><div>21</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |  |
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