Bloodline Bidding {6}{B}{B}

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Choose a creature type. Return all creature cards of the chosen type from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Champions of the Perfect {3}{G}

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

Champions of the Perfect {3}{G}

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

Creakwood Safewright {1}{B}

Creature -- Elf Warrior

This creature enters with three -1/-1 counters on it.
At the beginning of your end step, if there is an Elf card in your graveyard and this creature has a -1/-1 counter on it, remove a -1/-1 counter from this creature.

5/5

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

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 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 PLAY botbox.dev

Playtest cards - Omannec - Standard v3 Group BC8A62 (Temur Battlecrier, Outcaster Trailbla sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

Evolving Wilds

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

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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Basic Land -- Forest

({T}: Add {G}.)

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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Formidable Speaker (2)(G)

Creature -- Elf Druid

When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.
{1}, {T}: Untap another target permanent.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Formidable Speaker (2)(G)

Creature -- Elf Druid

When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.
{1}, {T}: Untap another target permanent.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gloomlake Verge

Land

{T}: Add {U}.
{T}: Add {B}. Activate only if you control an Island or a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

High Perfect Morcant (2)(B)(G)

Legendary Creature -- Elf Noble

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.)
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.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

High Perfect Morcant (2)(B)(G)

Legendary Creature -- Elf Noble

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.)
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.)

4/4

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Imperious Perfect (2)(G)

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 PLAY botbox.dev

Iron-Shield Elf (1)(B)

Creature -- Elf Warrior

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

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves (G)

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves (G)

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lys Alana Dignitary (1)(G)

Creature -- Elf Advisor

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

Lys Alana Dignitary (1)(G)

Creature -- Elf Advisor

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

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Lys Alana Informant {1}{G}

Creature -- Elf Scout

When this creature enters or dies, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Maralen, Fae Ascendant {2}{B}{G}{U}

Legendary Creature -- Elf Faerie Noble

Flying
Whenever Maralen or another Elf or Faerie you control enters, exile the top two cards of target opponent's library.
Once each turn, you may cast a spell with mana value less than or equal to the number of Elves and Faeries you control from among cards exiled with Maralen this turn without paying its mana cost.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Maralen, Fae Ascendant {2}{B}{G}{U}

Legendary Creature -- Elf Faerie Noble

Flying
Whenever Maralen or another Elf or Faerie you control enters, exile the top two cards of target opponent's library.
Once each turn, you may cast a spell with mana value less than or equal to the number of Elves and Faeries you control from among cards exiled with Maralen this turn without paying its mana cost.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Morcant's Eyes {1}{G}

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

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

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

Opulent Palace

Land

This land enters tapped.
{T}: Add {B}, {G}, or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Patchwork Banner {3}

Artifact

As this artifact enters, choose a creature type.
Creatures you control of the chosen type get +1/+1.
{T}: Add one mana of any color.

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 PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Malady

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terramorphic Expanse

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trystan's Command {4}{B}{G}

Kindred Sorcery -- Elf

Choose two --
* Create a token that's a copy of target Elf you control.
* Return one or two target permanent cards from your graveyard to your hand.
* Destroy target creature or enchantment.
* Creatures target player controls get +3/+3 until end of turn. Untap them.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trystan's Command {4}{B}{G}

Kindred Sorcery -- Elf

Choose two --
* Create a token that's a copy of target Elf you control.
* Return one or two target permanent cards from your graveyard to your hand.
* Destroy target creature or enchantment.
* Creatures target player controls get +3/+3 until end of turn. Untap them.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tyvar, the Pummeler {1}{G}{G}

Legendary Creature -- Elf Warrior

Tap another untapped creature you control: Tyvar gains indestructible until end of turn. Tap it.
{3}{G}{G}: Creatures you control get +X/+X until end of turn, where X is the greatest power among creatures you control.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unbury {1}{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

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Unbury {1}{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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wildborn Preserver {1}{G}

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 PLAY botbox.dev

Withering Torment {2}{B}

Instant

Destroy target creature or enchantment. You lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Broodheart Engine {B}{G}

Artifact

At the beginning of your upkeep, surveil 1.
{2}{B}{G}, {T}, Sacrifice this artifact: Return target creature or Vehicle card from your graveyard to the battlefield. Activate only as a sorcery.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Come Back Wrong {2}{B}

Sorcery

Destroy target creature. If a creature card is put into a graveyard this way, return it to the battlefield under your control. Sacrifice it at the beginning of your next end step.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dawn's Light Archer {2}{G}

Creature -- Elf Archer

Flash
Reach

[sideboard]

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dream Harvest {5}{U/B}{U/B}

Sorcery

Each opponent exiles cards from the top of their library until they have exiled cards with total mana value 5 or greater this way. Until end of turn, you may cast cards exiled this way without paying their mana costs.

[sideboard]

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Dredger's Insight {1}{G}

Enchantment

Whenever one or more artifact and/or creature cards leave your graveyard, you gain 1 life.
When this enchantment enters, mill four cards. You may put an artifact, creature, or land card from among the milled cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Esper Origins {1}{G}

Sorcery

Surveil 2. You gain 2 life. If this spell was cast from a graveyard, exile it, then put it onto the battlefield transformed under its owner's control with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.)
Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

- - - BACK FACE - - -

Summon: Esper Maduin

Enchantment Creature -- Saga Elemental

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Reveal the top card of your library. If it's a permanent card, put it into your hand.
II -- Add {G}{G}.
III -- Other creatures you control get +2/+2 and gain trample until end of turn.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grievous Wound 3{B}{B}

Enchantment -- Aura

Enchant player
Enchanted player can't gain life.
Whenever enchanted player is dealt damage, they lose half their life, rounded up.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Harmonized Crescendo 4{U}{U}

Instant

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Choose a creature type. Draw a card for each permanent you control of that type.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Insidious Roots {B}{G}

Enchantment

Creature tokens you control have "{T}: Add one mana of any color."
Whenever one or more creature cards leave your graveyard, create a 0/1 green Plant creature token, then put a +1/+1 counter on each Plant you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lluwen, Imperfect Naturalist {B/G}{B/G}

Legendary Creature -- Elf Druid

When Lluwen enters, mill four cards, then you may put a creature or land card from among the milled cards on top of your library.
{2}{B/G}{B/G}{B/G}, {T}, Discard a land card: Create a 1/1 black and green Worm creature token for each land card in your graveyard.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Macabre Waltz {1}{B}

Sorcery

Return up to two target creature cards from your graveyard to your hand, then discard a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutable Explorer {2}{G}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
When this creature enters, create a tapped Mutavault token. (It's a land with "{T}: Add {C}" and "{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.")

[sideboard]

1/1

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Rimefire Torque (1)(U)

Artifact

As this artifact enters, choose a creature type.
Whenever a permanent you control of the chosen type enters, put a charge counter on this artifact.
{T}, Remove three charge counters from this artifact: When you next cast an instant or sorcery spell this turn, copy it. You may choose new targets for the copy.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sinister Monolith (3)(B)

Artifact

At the beginning of combat on your turn, each opponent loses 1 life and you gain 1 life.
{T}, Pay 2 life, Sacrifice this artifact: Draw two cards. Activate only as a sorcery.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Death of Gwen Stacy (2)(B)

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Destroy target creature.
II -- Each player may discard a card. Each player who doesn't loses 3 life.
III -- Exile any number of target players' graveyards.

[sideboard]

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