

Battlefield Forge

Land

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{T}: Add {C}.
{T}: Add {R} or {W}. This land deals
1 damage to you.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Beza, the Bounding Spring (2)(W)(W)

Legendary Creature -- Elemental Elk

When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.

4/5

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Caretaker's Talent (2W)

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)

Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn.

{W}: Level 2

When this Class becomes level 2, create a token that's a copy of target token you control.

{3}{W}: Level 3

Creature tokens you control get +2/+2.

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Caretaker's Talent2W Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn. {W}: Level 2 When this Class becomes level 2, create a token that's a copy of target token you control. {3}{W}: Level 3 Creature tokens you control get +2/+2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Caretaker's Talent2W Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn. {W}: Level 2 When this Class becomes level 2, create a token that's a copy of target token you control. {3}{W}: Level 3 Creature tokens you control get +2/+2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Caretaker's Talent2W Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever one or more tokens you control enter, draw a card. This ability triggers only once each turn. {W}: Level 2 When this Class becomes level 2, create a token that's a copy of target token you control. {3}{W}: Level 3 Creature tokens you control get +2/+2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Carrot Cake1W Artifact -- Food When this artifact enters and when you sacrifice it, create a 1/1 white Rabbit creature token and scry 1. (Look at the top card of your library. You may put that card on the bottom.) {2}, {T}, Sacrifice this artifact: You gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Playtest cards - mjurgelon - Standard (Standard Challenge 64) sheet 3/10 - 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.

Fountainport Land
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Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lightning Helix Instant Lightning Helix deals 3 damage to any target and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Helix Instant Lightning Helix deals 3 damage to any target and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Helix Instant Lightning Helix deals 3 damage to any target and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Helix Instant Lightning Helix deals 3 damage to any target and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mirrex

Land - - Sphere

```
{T}: Add {C}.
{T}: Add one mana of any color.
Activate only if this land entered
this turn.
{3}, {T}: Create a 1/1 colorless
Phyrexian Mite artifact creature
token with toxic 1 and "This token
can't block." (Players dealt combat
damage by it also get a poison
counter.)
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mirrex

Land - - Sphere

{T}: Add {C}.
 {T}: Add one mana of any color.
 Activate only if this land entered this turn.
 {3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

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Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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

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Plains

Basic Land -- Plains

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

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Basic Land -- Plains

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

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Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunfall 3 W W Sorcery Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunken Citadel Land -- Cave This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. {T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunken Citadel Land -- Cave This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. {T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunken Citadel Land -- Cave This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. {T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creatures your opponents control enter tapped.
Whenever a creature an opponent controls enters, you gain 1 life.

[sidebar]

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Creatures your opponents control enter tapped.
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[sidebar]
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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

```
Choose one --
* Destroy target creature with
toughness 4 or greater.
* Destroy target enchantment.
```

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Choose one --

- * Destroy target creature with toughness 4 or greater.
- * Destroy target enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Exile target artifact, enchantment,
or creature with power 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Exile target artifact, enchantment, or creature with power 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

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① ② W

When this enchantment enters, exile all graveyards.
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[sidebar]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wilt-Leaf Liege 1 6/W 6/W 6/W Creature -- Elf Knight {G/W} can be paid with either {G} or {W}.) Other green creatures you control get +1/+1. Other white creatures you control get +1/+1. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wilt-Leaf Liege 1 6/W 6/W 6/W Creature -- Elf Knight {G/W} can be paid with either {G} or {W}.) Other green creatures you control get +1/+1. Other white creatures you control get +1/+1. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wilt-Leaf Liege 1 6/W 6/W 6/W Creature -- Elf Knight {G/W} can be paid with either {G} or {W}.) Other green creatures you control get +1/+1. Other white creatures you control get +1/+1. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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