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| <div><div><div>Ancient Stirrings</div><div>6</div></div><div>Sorcery</div><div>Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ancient Stirrings</div><div>6</div></div><div>Sorcery</div><div>Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ancient Stirrings</div><div>6</div></div><div>Sorcery</div><div>Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ancient Stirrings</div><div>6</div></div><div>Sorcery</div><div>Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Breeding Pool</div></div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<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><div>Eldrazi Temple</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                   | <div><div><div>Eldrazi Temple</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                   | <div><div><div>Eldrazi Temple</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                   |

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| <div>Eldrazi Temple</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                  | <div>Emrakul, the Promised End 13</div> <div>Legendary Creature -- Eldrazi</div> <div>This spell costs {1} less to cast for each card type among cards in your graveyard.</div> <div>When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn.</div> <div>Flying, trample, protection from instants</div> <div>13/13</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Emrakul, the Promised End 13</div> <div>Legendary Creature -- Eldrazi</div> <div>This spell costs {1} less to cast for each card type among cards in your graveyard.</div> <div>When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn.</div> <div>Flying, trample, protection from instants</div> <div>13/13</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Emrakul, the Promised End 13</div> <div>Legendary Creature -- Eldrazi</div> <div>This spell costs {1} less to cast for each card type among cards in your graveyard.</div> <div>When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn.</div> <div>Flying, trample, protection from instants</div> <div>13/13</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Fatal Push B</div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less.</div> <div>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Fatal Push B</div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less.</div> <div>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                | <div>Fatal Push B</div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less.</div> <div>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                | <div>Fatal Push B</div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less.</div> <div>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                |

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                     | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                       | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                        | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                        |
| <div>Hedge Maze</div> <div>Land -- Forest Island</div> <div>{T}: Add {G} or {U}.</div> <div>This land enters tapped.</div> <div>When this land enters, surveil 1.</div> <div>(Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Kishla Village</div> <div>Land</div> <div>This land enters tapped unless you control an Island or a Swamp.</div> <div>{T}: Add {G}.</div> <div>{3}{G}, {T}: Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Kozilek's Command</div> <div>Kindred Instant -- Eldrazi</div> <div>Choose two --</div> <div>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</div> <div>* Target player scries X, then draws a card.</div> <div>* Exile target creature with mana value X or less.</div> <div>* Exile up to X target cards from graveyards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Kozilek's Command</div> <div>Kindred Instant -- Eldrazi</div> <div>Choose two --</div> <div>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</div> <div>* Target player scries X, then draws a card.</div> <div>* Exile target creature with mana value X or less.</div> <div>* Exile up to X target cards from graveyards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Kozilek's Command</div><div><div>X</div><div>C</div><div>C</div></div></div><div>Kindred Instant -- Eldrazi</div><div>Choose two --<br/>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br/>* Target player scries X, then draws a card.<br/>* Exile target creature with mana value X or less.<br/>* Exile up to X target cards from graveyards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Kozilek's Command</div><div><div>X</div><div>C</div><div>C</div></div></div><div>Kindred Instant -- Eldrazi</div><div>Choose two --<br/>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br/>* Target player scries X, then draws a card.<br/>* Exile target creature with mana value X or less.<br/>* Exile up to X target cards from graveyards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Malevolent Rumble</div><div><div>1</div><div>G</div></div></div><div>Sorcery</div><div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Malevolent Rumble</div><div><div>1</div><div>G</div></div></div><div>Sorcery</div><div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <b>Overgrown Tomb</b><br>Land -- Swamp Forest<br>({T}: Add {B} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped. <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                     | <b>Sire of Seven Deaths</b> 7<br>Creature -- Eldrazi<br>Reach, first strike<br>Vigilance, menace<br>Trample, lifelink<br>Ward--Pay 7 life. <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                              | <b>Sire of Seven Deaths</b> 7<br>Creature -- Eldrazi<br>Reach, first strike<br>Vigilance, menace<br>Trample, lifelink<br>Ward--Pay 7 life. <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                              | <b>Sire of Seven Deaths</b> 7<br>Creature -- Eldrazi<br>Reach, first strike<br>Vigilance, menace<br>Trample, lifelink<br>Ward--Pay 7 life. <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                              |
| <b>Sowing Mycospawn</b> 36<br>Creature -- Eldrazi Fungus<br>Devoid (This card has no color.)<br>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)<br>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle.<br>When you cast this spell, if it was kicked, exile target land. <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Sowing Mycospawn</b> 36<br>Creature -- Eldrazi Fungus<br>Devoid (This card has no color.)<br>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)<br>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle.<br>When you cast this spell, if it was kicked, exile target land. <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Sowing Mycospawn</b> 36<br>Creature -- Eldrazi Fungus<br>Devoid (This card has no color.)<br>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)<br>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle.<br>When you cast this spell, if it was kicked, exile target land. <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Sowing Mycospawn</b> 36<br>Creature -- Eldrazi Fungus<br>Devoid (This card has no color.)<br>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)<br>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle.<br>When you cast this spell, if it was kicked, exile target land. <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <p><b>Talisman of Curiosity</b> ②</p> <p>Artifact</p> <p>{T}: Add {C}.<br/> {T}: Add {G} or {U}. This artifact deals 1 damage to you.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                                                                                                                                                              | <p><b>Talisman of Resilience</b> ②</p> <p>Artifact</p> <p>{T}: Add {C}.<br/> {T}: Add {B} or {G}. This artifact deals 1 damage to you.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                                                                                                                                                             | <p><b>Talisman of Resilience</b> ②</p> <p>Artifact</p> <p>{T}: Add {C}.<br/> {T}: Add {B} or {G}. This artifact deals 1 damage to you.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                       | <p><b>Talisman of Resilience</b> ②</p> <p>Artifact</p> <p>{T}: Add {C}.<br/> {T}: Add {B} or {G}. This artifact deals 1 damage to you.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                       |
| <p><b>Ugin, Eye of the Storms</b> ⑦</p> <p>Legendary Planeswalker -- Ugin</p> <p>When you cast this spell, exile up to one target permanent that's one or more colors.<br/> Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors.<br/> [+2]: You gain 3 life and draw a card.<br/> [0]: Add {C}{C}{C}.<br/> [-11]: Search your library for any number of colorless nonland cards, exile them, then shuffle. Until end of turn, you may cast those cards without paying their mana costs.</p> <div>L 7</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Ugin, Eye of the Storms</b> ⑦</p> <p>Legendary Planeswalker -- Ugin</p> <p>When you cast this spell, exile up to one target permanent that's one or more colors.<br/> Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors.<br/> [+2]: You gain 3 life and draw a card.<br/> [0]: Add {C}{C}{C}.<br/> [-11]: Search your library for any number of colorless nonland cards, exile them, then shuffle. Until end of turn, you may cast those cards without paying their mana costs.</p> <div>L 7</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Ugin's Labyrinth</b></p> <p>Land</p> <p>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.<br/> {T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.<br/> {T}: Return the exiled card to its owner's hand.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Ugin's Labyrinth</b></p> <p>Land</p> <p>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.<br/> {T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.<br/> {T}: Return the exiled card to its owner's hand.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <div><div>Ugin's Labyrinth</div><div>Land</div><div>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.<br/>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.<br/>{T}: Return the exiled card to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ugin's Labyrinth</div><div>Land</div><div>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.<br/>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.<br/>{T}: Return the exiled card to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ulamog, the Ceaseless Hunger 19</div><div>Legendary Creature -- Eldrazi</div><div>When you cast this spell, exile two target permanents.<br/>Indestructible<br/>Whenever Ulamog attacks, defending player exiles the top twenty cards of their library.</div><div>10/10</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Underground Mortuary</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Utopia Sprawl 6</div><div>Enchantment -- Aura</div><div>Enchant Forest<br/>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                          | <div><div>Utopia Sprawl 6</div><div>Enchantment -- Aura</div><div>Enchant Forest<br/>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                          | <div><div>Utopia Sprawl 6</div><div>Enchantment -- Aura</div><div>Enchant Forest<br/>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div>Utopia Sprawl 6</div><div>Enchantment -- Aura</div><div>Enchant Forest<br/>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      |

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| <div><div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                      | <div><div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                      | <div><div><div>Vexing Bauble</div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/>{1}, {T}, Sacrifice this artifact: Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                    |
| <div><div><div>Consign to Memory</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Consign to Memory</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Consign to Memory</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Consign to Memory</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



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| <div><div>Culling Ritual</div><div>2B6</div></div> <div>Sorcery</div> <div>Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                              | <div><div>Culling Ritual</div><div>2B6</div></div> <div>Sorcery</div> <div>Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                              | <div><div>Nihil Spellbomb</div><div>1</div></div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Exile target player's graveyard.<br/>When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Nihil Spellbomb</div><div>1</div></div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Exile target player's graveyard.<br/>When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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| <div> <div>Vexing Bauble</div> <div>①</div> </div> <div>Artifact</div> <div> Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/> {1}, {T}, Sacrifice this artifact: Draw a card. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Vexing Bauble</div> <div>①</div> </div> <div>Artifact</div> <div> Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/> {1}, {T}, Sacrifice this artifact: Draw a card. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Vexing Bauble</div> <div>①</div> </div> <div>Artifact</div> <div> Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/> {1}, {T}, Sacrifice this artifact: Draw a card. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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