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| <div><div>Ashaya, Soul of the Wild ③⑥⑥</div><div>Legendary Creature -- Elemental</div><div>Ashaya's power and toughness are each equal to the number of lands you control.<br/>Nontoken creatures you control are Forest lands in addition to their other types. (They're still affected by summoning sickness.)</div><div><div>*/*</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div>Badgermole Cub ①⑥</div><div>Creature -- Badger Mole</div><div>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)<br/>Whenever you tap a creature for mana, add an additional {G}.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    | <div><div>Badgermole Cub ①⑥</div><div>Creature -- Badger Mole</div><div>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)<br/>Whenever you tap a creature for mana, add an additional {G}.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    | <div><div>Badgermole Cub ①⑥</div><div>Creature -- Badger Mole</div><div>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)<br/>Whenever you tap a creature for mana, add an additional {G}.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Badgermole Cub ①⑥</div><div>Creature -- Badger Mole</div><div>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)<br/>Whenever you tap a creature for mana, add an additional {G}.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Boseiju, Who Endures</div><div>Legendary Land</div><div>{T}: Add {G}.<br/>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Boseiju, Who Endures</div><div>Legendary Land</div><div>{T}: Add {G}.<br/>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Craterhoof Behemoth ⑤⑥⑥⑥</div><div>Creature -- Beast</div><div>Haste<br/>When this creature enters, creatures you control gain trample and get +X/+X until end of turn, where X is the number of creatures you control.</div><div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                            |

## Delighted Halfling

**G**

Creature -- Halfling Citizen

{T}: Add {C}.  
{T}: Add one mana of any color.  
Spend this mana only to cast a  
legendary spell, and that spell  
can't be countered.

1/2

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## Delighted Halfling

**G**

Creature -- Halfling Citizen

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1/2

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## Delighted Halfling

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1/2

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### Delighted Halfling

**G**

Creature -- Halfling Citizen

{T}: Add {C}.

{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.

1/2

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## Dryad Arbor

Land Creature -- Forest Dryad

(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")

1/1

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## Dryad Arbor

Land Creature -- Forest Dryad

(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")

1/1

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## Enduring Vitality

1 G G

Enchantment Creature -- Elk Glimmer

Vigilance  
Creatures you control have "{T}: Add one mana of any color."  
When Enduring Vitality dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

3/3

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## Forest

Basic Land -- Forest

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

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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>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>Formidable Speaker</div> <div>26</div> <div>Creature -- Elf Druid</div> <div>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.<br/>{1}, {T}: Untap another target permanent.</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Green Sun's Zenith</div> <div>X6</div> <div>Sorcery</div> <div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |



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| <div> <div>Nissa, Who Shakes the World (3)(G)(G)</div> <div> <div>Legendary Planeswalker -- Nissa</div> <div> Whenever you tap a Forest for mana, add an additional {G}.<br/> [+1]: Put three +1/+1 counters on up to one target noncreature land you control. Untap it. It becomes a 0/0 Elemental creature with vigilance and haste that's still a land.<br/> [-8]: You get an emblem with "Lands you control have indestructible."<br/> Search your library for any number of Forest cards, put them onto the battlefield tapped, then shuffle. </div> </div> <div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> | <div> <div>Nissa, Who Shakes the World (3)(G)(G)</div> <div> <div>Legendary Planeswalker -- Nissa</div> <div> Whenever you tap a Forest for mana, add an additional {G}.<br/> [+1]: Put three +1/+1 counters on up to one target noncreature land you control. Untap it. It becomes a 0/0 Elemental creature with vigilance and haste that's still a land.<br/> [-8]: You get an emblem with "Lands you control have indestructible."<br/> Search your library for any number of Forest cards, put them onto the battlefield tapped, then shuffle. </div> </div> <div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> | <div> <div>Ouroboroid (2)(G)(G)</div> <div> <div>Creature -- Plant Wurm</div> <div> At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power. </div> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> | <div> <div>Ouroboroid (2)(G)(G)</div> <div> <div>Creature -- Plant Wurm</div> <div> At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power. </div> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> |
| <div> <div>Ouroboroid (2)(G)(G)</div> <div> <div>Creature -- Plant Wurm</div> <div> At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power. </div> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                  | <div> <div>Ouroboroid (2)(G)(G)</div> <div> <div>Creature -- Plant Wurm</div> <div> At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power. </div> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                  | <div> <div>Quirion Ranger (G)</div> <div> <div>Creature -- Elf Ranger</div> <div> Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn. </div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>                           | <div> <div>Quirion Ranger (G)</div> <div> <div>Creature -- Elf Ranger</div> <div> Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn. </div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>                           |

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| <b>Quirion Ranger</b> ⑥<br>Creature -- Elf Ranger<br>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                         | <b>Quirion Ranger</b> ⑥<br>Creature -- Elf Ranger<br>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                     | <b>Shang-Chi, Master of Kung Fu</b> ①⑥<br>Legendary Creature -- Human Warrior Hero<br>You may activate abilities of creatures you control as though those creatures had haste. {T}: Add two mana of any one color. Spend this mana only to activate abilities of creature sources.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                             | <b>Shang-Chi, Master of Kung Fu</b> ①⑥<br>Legendary Creature -- Human Warrior Hero<br>You may activate abilities of creatures you control as though those creatures had haste. {T}: Add two mana of any one color. Spend this mana only to activate abilities of creature sources.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                             |
| <b>Shang-Chi, Master of Kung Fu</b> ①⑥<br>Legendary Creature -- Human Warrior Hero<br>You may activate abilities of creatures you control as though those creatures had haste. {T}: Add two mana of any one color. Spend this mana only to activate abilities of creature sources.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Springheart Nantuko</b> ①⑥<br>Enchantment Creature -- Insect Monk<br>Bestow {1}{G}<br>Enchanted creature gets +1/+1. Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Springheart Nantuko</b> ①⑥<br>Enchantment Creature -- Insect Monk<br>Bestow {1}{G}<br>Enchanted creature gets +1/+1. Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Springheart Nantuko</b> ①⑥<br>Enchantment Creature -- Insect Monk<br>Bestow {1}{G}<br>Enchanted creature gets +1/+1. Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div> <div>Springheart Nantuko</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Enchantment Creature -- Insect Monk</div> <div> <div>Bestow {1}{G}</div> <div>Enchanted creature gets +1/+1.</div> <div>Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Summoner's Pact</div> <div> <div>8</div> </div> </div> <div> <div>Instant</div> <div> <div>Search your library for a green creature card, reveal it, put it into your hand, then shuffle.</div> <div>At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Summoner's Pact</div> <div> <div>8</div> </div> </div> <div> <div>Instant</div> <div> <div>Search your library for a green creature card, reveal it, put it into your hand, then shuffle.</div> <div>At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Summoner's Pact</div> <div> <div>8</div> </div> </div> <div> <div>Instant</div> <div> <div>Search your library for a green creature card, reveal it, put it into your hand, then shuffle.</div> <div>At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Verdant Catacombs</div> <div>Land</div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                           | <div> <div>Windswept Heath</div> <div>Land</div> <div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                         | <div> <div>Windswept Heath</div> <div>Land</div> <div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                         | <div> <div>Windswept Heath</div> <div>Land</div> <div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                         |

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| <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Yavimaya, Cradle of Growth</div> <div>Legendary Land</div> <div>Each land is a Forest in addition to its other land types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                          |
| <div>Choke26</div> <div>Enchantment</div> <div>Islands don't untap during their controllers' untap steps.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                     | <div>Chomping Changeling26</div> <div>Creature -- Shapeshifter</div> <div>Changeling (This card is every creature type.)<br/>When this creature enters, destroy up to one target artifact or enchantment.</div> <div>[sideboard]</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Collector Ouphe16</div> <div>Creature -- Ouphe</div> <div>Activated abilities of artifacts can't be activated.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            | <div>Dismember1BPBP</div> <div>Instant</div> <div>{B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>Dismember</div> <div> <div>1</div> <div>BP</div> <div>BP</div> </div> </div> <div>Instant</div> <div> <div>{B/P} can be paid with either {B} or 2 life.)</div> <div>Target creature gets -5/-5 until end of turn.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                          | <div> <div>Dismember</div> <div> <div>1</div> <div>BP</div> <div>BP</div> </div> </div> <div>Instant</div> <div> <div>{B/P} can be paid with either {B} or 2 life.)</div> <div>Target creature gets -5/-5 until end of turn.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                        | <div> <div>Elder Gargaroath</div> <div> <div>3</div> <div>G</div> <div>G</div> </div> </div> <div>Creature -- Beast</div> <div> <div>Reach, vigilance, trample</div> <div>Whenever this creature attacks or blocks, choose one --</div> <div>* Create a 3/3 green Beast creature token.</div> <div>* You gain 3 life.</div> <div>* Draw a card.</div> <div>[sideboard]</div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Endurance</div> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div>Creature -- Elemental Incarnation</div> <div> <div>Flash</div> <div>Reach</div> <div>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.</div> <div>Evoked--Exile a green card from your hand.</div> <div>[sideboard]</div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Kraul Harpooner</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Creature -- Insect Warrior</div> <div> <div>Reach</div> <div>Undergrowth -- When this creature enters, choose up to one target creature you don't control with flying. This creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have this creature fight that creature.</div> <div>[sideboard]</div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Nissa, Who Shakes the World</div> <div> <div>3</div> <div>G</div> <div>G</div> </div> </div> <div>Legendary Planeswalker -- Nissa</div> <div> <div>Whenever you tap a Forest for mana, add an additional {G}.</div> <div>[+1]: Put three +1/+1 counters on up to one target noncreature land you control. Untap it. It becomes a 0/0 Elemental creature with vigilance and haste that's still a land.</div> <div>[-8]: You get an emblem with "Lands you control have indestructible."</div> <div>Search your library for any number of Forest cards, put them onto the battlefield tapped, then shuffle.</div> <div>[sideboard]</div> <div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Scavenging Ooze</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Creature -- Ooze</div> <div> <div>{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.</div> <div>[sideboard]</div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                             | <div> <div>Surgical Extraction</div> <div>BP</div> </div> <div>Instant</div> <div> <div>{B/P} can be paid with either {B} or 2 life.)</div> <div>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </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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