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| <div><div><div>Abhorrent Oculus</div><div>②①</div></div><div>Creature -- Eye</div><div>As an additional cost to cast this spell, exile six cards from your graveyard.<br/>Flying<br/>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div><div>Abhorrent Oculus</div><div>②①</div></div><div>Creature -- Eye</div><div>As an additional cost to cast this spell, exile six cards from your graveyard.<br/>Flying<br/>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div><div>Abhorrent Oculus</div><div>②①</div></div><div>Creature -- Eye</div><div>As an additional cost to cast this spell, exile six cards from your graveyard.<br/>Flying<br/>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div><div>Birthing Ritual</div><div>①⑥</div></div><div>Enchantment</div><div>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Birthing Ritual</div><div>①⑥</div></div><div>Enchantment</div><div>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Birthing Ritual</div><div>①⑥</div></div><div>Enchantment</div><div>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Birthing Ritual</div><div>①⑥</div></div><div>Enchantment</div><div>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Boggart Trawler</div><div>②③</div></div><div>Creature -- Goblin</div><div>When this creature enters, exile target player's graveyard.</div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <div><div><div>Boggart Bog</div><div></div></div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            |

1 B

When this enchantment enters, you get {E}{E}{E} (three energy counters).

Pay X {E}, Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card with mana value X from your graveyard to the battlefield.

Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

When this enchantment enters, you get {E}{E}{E} (three energy counters).

Pay X {E}, Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card with mana value X from your graveyard to the battlefield.

Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

When this enchantment enters, you get {E}{E}{E} (three energy counters).

Pay X {E}, Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card with mana value X from your graveyard to the battlefield.

Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

You may sacrifice a nontoken black creature rather than pay this spell's mana cost. Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

You may sacrifice a nontoken black creature rather than pay this spell's mana cost. Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

You may sacrifice a nontoken black creature rather than pay this spell's mana cost. Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

This creature can't block.  
You may cast this card from your  
graveyard as long as you control a  
Zombie.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

This creature can't block.  
You may cast this card from your  
graveyard as long as you control a  
Zombie.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

This creature can't block.  
You may cast this card from your  
graveyard as long as you control a  
Zombie.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

This creature can't block.  
You may cast this card from your  
graveyard as long as you control a  
Zombie.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B G

As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.

[+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.

[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.

[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.) Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.) Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life.

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.) Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life.

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

e (1)(B)

Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.) Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div>Marsh Flats</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                             | <div>Orcish Bowmasters</div> <div>Creature -- Orc Archer</div> <div>Flash<br/>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Orcish Bowmasters</div> <div>Creature -- Orc Archer</div> <div>Flash<br/>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Orcish Bowmasters</div> <div>Creature -- Orc Archer</div> <div>Flash<br/>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Orcish Bowmasters</div> <div>Creature -- Orc Archer</div> <div>Flash<br/>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</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 PLAY botbox.dev</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 PLAY botbox.dev</div>                                                                                                                        | <div>Phyrexian Tower</div> <div>Legendary Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice a creature: Add {B}{B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                      |

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| <div><div>Phyrexian Tower</div><div>Legendary Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice a creature: Add {B}{B}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | <div><div>Polluted Delta</div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                      | <div><div>Polluted Delta</div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                      | <div><div>Sephiroth, Fabled SOLDIER 2B</div><div>Legendary Creature -- Human Avatar Soldier</div><div><div>Whenever Sephiroth enters or attacks, you may sacrifice another creature. If you do, draw a card.</div><div>Whenever another creature dies, target opponent loses 1 life and you gain 1 life. If this is the fourth time this ability has resolved this turn, transform Sephiroth.</div></div><div>3/3</div><div>BACK FACE</div><div><div>Sephiroth, One-Winged Angel</div><div>Legendary Creature -- Angel Nightmare Avatar</div><div><div>Flying</div><div>Super Nova -- As this creature transforms into Sephiroth, One-Winged Angel, you get an emblem with "Whenever a creature dies, target opponent loses 1 life and you gain 1 life."</div><div>Whenever Sephiroth attacks, you may sacrifice any number of other creatures. If you do, draw that many cards.</div></div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div>Sephiroth, Fabled SOLDIER 2B</div><div>Legendary Creature -- Human Avatar Soldier</div><div><div>Whenever Sephiroth enters or attacks, you may sacrifice another creature. If you do, draw a card.</div><div>Whenever another creature dies, target opponent loses 1 life and you gain 1 life. If this is the fourth time this ability has resolved this turn, transform Sephiroth.</div></div><div>3/3</div><div>BACK FACE</div><div><div>Sephiroth, One-Winged Angel</div><div>Legendary Creature -- Angel Nightmare Avatar</div><div><div>Flying</div><div>Super Nova -- As this creature transforms into Sephiroth, One-Winged Angel, you get an emblem with "Whenever a creature dies, target opponent loses 1 life and you gain 1 life."</div><div>Whenever Sephiroth attacks, you may sacrifice any number of other creatures. If you do, draw that many cards.</div></div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Spymaster's Vault</div><div>Land</div><div><div>This land enters tapped unless you control a Swamp.</div><div>{T}: Add {B}.</div><div>{B}, {T}: Target creature you control connives X, where X is the number of creatures that died this turn. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spymaster's Vault</div><div>Land</div><div><div>This land enters tapped unless you control a Swamp.</div><div>{T}: Add {B}.</div><div>{B}, {T}: Target creature you control connives X, where X is the number of creatures that died this turn. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stitcher's Supplier B</div><div>Creature -- Zombie</div><div><div>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</div></div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |

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| <div><div>Stitcher's Supplier</div><div><div>B</div></div></div> <div><div>Creature -- Zombie</div><div>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stitcher's Supplier</div><div><div>B</div></div></div> <div><div>Creature -- Zombie</div><div>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stitcher's Supplier</div><div><div>B</div></div></div> <div><div>Creature -- Zombie</div><div>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  | <div><div>Swamp</div></div> <div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                       |
| <div><div>Swamp</div></div> <div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                  | <div><div>Swamp</div></div> <div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                  | <div><div>Undercity Sewers</div></div> <div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<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>Underground Mortuary</div></div> <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> |

**B**

Return target creature card with  
mana value 3 or less from your  
graveyard to the battlefield.  
Cycling {2} ({2}, Discard this card:  
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Return target creature card with mana value 3 or less from your graveyard to the battlefield.  
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Return target creature card with mana value 3 or less from your graveyard to the battlefield.  
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

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{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Creature -- Zombie Goblin Wizard

Pay 1 life, Sacrifice another creature: Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

3/3

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| <b>Warren Soultrader</b> (2)(B)<br>Creature -- Zombie Goblin Wizard<br>Pay 1 life, Sacrifice another creature: Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                          | <b>Warren Soultrader</b> (2)(B)<br>Creature -- Zombie Goblin Wizard<br>Pay 1 life, Sacrifice another creature: Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                           | <b>Warren Soultrader</b> (2)(B)<br>Creature -- Zombie Goblin Wizard<br>Pay 1 life, Sacrifice another creature: Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                           | <b>Watery Grave</b><br>Land -- Island Swamp<br>({T}: Add {U} or {B}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                         |
| <b>Ashiok, Dream Render</b> (1)(U/B)(U/B)<br>Legendary Planeswalker -- Ashiok<br>Spells and abilities your opponents control can't cause their controller to search their library.<br>[-1]: Target player mills four cards. Then exile each opponent's graveyard.<br>[sideboard]<br><div>L 5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Consign to Memory</b> (U)<br>Instant<br>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.)<br>Counter target triggered ability or colorless spell.<br>[sideboard]           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Consign to Memory</b> (U)<br>Instant<br>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.)<br>Counter target triggered ability or colorless spell.<br>[sideboard]           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Consign to Memory</b> (U)<br>Instant<br>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.)<br>Counter target triggered ability or colorless spell.<br>[sideboard]           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

2 B G

Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B G

Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B G

Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

ⓑ

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Destroy target creature if it has
mana value 2 or less.
Revolt -- Destroy that creature if
it has mana value 4 or less instead
if a permanent left the battlefield
under your control this turn.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Destroy target creature if it has mana value 2 or less.  
 Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Destroy target creature if it has mana value 2 or less.  
 Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

When this creature dies, you gain 2 life.

{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

When this creature dies, you gain 2 life.

{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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:<br/> 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:<br/> 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:<br/> 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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