

## Arboreal Grazer

**G**

Creature -- Sloth Beast

Reach  
When this creature enters, you may put a land card from your hand onto the battlefield tapped.

0/3

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## Boseiju, Who Endures

Legendary Land

{T}: Add {G}.  
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.

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## Breeding Pool

Land -- Forest Island

( $\{T\}$ : Add  $\{G\}$  or  $\{U\}$ .)  
As this land enters, you may pay 2  
life. If you don't, it enters  
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## Breeding Pool

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As this land enters, you may pay 2 life. If you don't, it enters tapped.

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**Chord of Calling** (X)(G)(G)(G)

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.) Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.

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| <p><b>Dryad Arbor</b></p> <p>Land Creature -- Forest Dryad</p> <p>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                              | <p><b>Endurance</b> (1)(G)(G)</p> <p>Creature -- Elemental Incarnation</p> <p>Flash<br/>Reach<br/>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. Evoke--Exile a green card from your hand.</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                  | <p><b>Forest</b></p> <p>Basic Land -- Forest</p> <p>({T}: Add {G}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                         | <p><b>Haywire Mite</b> (1)</p> <p>Artifact Creature -- Insect</p> <p>When this creature dies, you gain 2 life.<br/>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>   |

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| <div><div><div>Hedge Maze</div><div>Land -- Forest Island</div><div>(<b>{T}</b>): Add <b>{G}</b> or <b>{U}</b>.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div><div>Island</div><div>Basic Land -- Island</div><div>(<b>{T}</b>): Add <b>{U}</b>.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                           | <div><div><div>Khalni Garden</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, create a 0/1 green Plant creature token.<br/><b>{T}</b>: Add <b>{G}</b>.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                      | <div><div><div>Khalni Garden</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, create a 0/1 green Plant creature token.<br/><b>{T}</b>: Add <b>{G}</b>.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                      |
| <div><div><div>Lush Portico</div><div>Land -- Forest Plains</div><div>(<b>{T}</b>): Add <b>{G}</b> or <b>{W}</b>.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Malevolent Rumble</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 <b>{C}</b>."</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Malevolent Rumble</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 <b>{C}</b>."</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Malevolent Rumble</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 <b>{C}</b>."</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Malevolent Rumble</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Sorcery</div> <div> <p>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}."</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Misty Rainforest</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                             | <div>Misty Rainforest</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                             | <div>Misty Rainforest</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                             |
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Playtest cards - burnt\_taco77 - Modern (Modern Showcase Qualifier)

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.

sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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| <p><b>Nadu, Winged Wisdom</b> ①⑥⑦</p> <p>Legendary Creature -- Bird Wizard</p> <p>Flying<br/>Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn."</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Outrider en-Kor</b> ②⑦</p> <p>Creature -- Kor Rebel Knight</p> <p>Flanking (Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)<br/>{0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Scheming Fence</b> ⑦⑦</p> <p>Creature -- Human Citizen</p> <p>As this creature enters, you may choose a nonland permanent. Activated abilities of the chosen permanent can't be activated. This creature has all activated abilities of the chosen permanent except for loyalty abilities. You may spend mana as though it were mana of any color to activate those abilities.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Shifting Woodland</b></p> <p>Land</p> <p>This land enters tapped unless you control a Forest.<br/>{T}: Add {G}.<br/>Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Shifting Woodland</b></p> <p>Land</p> <p>This land enters tapped unless you control a Forest.<br/>{T}: Add {G}.<br/>Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                  | <p><b>Shuko</b> ①</p> <p>Artifact -- Equipment</p> <p>Equipped creature gets +1/+0. Equip {0} ({0}: Attach to target creature you control. Equip only as a sorcery.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                    | <p><b>Shuko</b> ①</p> <p>Artifact -- Equipment</p> <p>Equipped creature gets +1/+0. Equip {0} ({0}: Attach to target creature you control. Equip only as a sorcery.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                            | <p><b>Shuko</b> ①</p> <p>Artifact -- Equipment</p> <p>Equipped creature gets +1/+0. Equip {0} ({0}: Attach to target creature you control. Equip only as a sorcery.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                      |

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| <div> <div>Shuko</div> <div>Artifact -- Equipment</div> <div> <p>Equipped creature gets +1/+0.<br/>Equip {0} ({0}: Attach to target creature you control. Equip only as a sorcery.)</p> </div> <div>1</div> </div>                                                                                                                                                                                                                                       | <div> <div>Springheart Nantuko</div> <div>Enchantment Creature -- Insect Monk</div> <div> <p>Bestow {1}{G}<br/>Enchanted creature gets +1/+1.<br/>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.</p> </div> <div>1G</div> </div> | <div> <div>Springheart Nantuko</div> <div>Enchantment Creature -- Insect Monk</div> <div> <p>Bestow {1}{G}<br/>Enchanted creature gets +1/+1.<br/>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.</p> </div> <div>1G</div> </div> | <div> <div>Springheart Nantuko</div> <div>Enchantment Creature -- Insect Monk</div> <div> <p>Bestow {1}{G}<br/>Enchanted creature gets +1/+1.<br/>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.</p> </div> <div>1G</div> </div> |
| <div> <div>Springheart Nantuko</div> <div>Enchantment Creature -- Insect Monk</div> <div> <p>Bestow {1}{G}<br/>Enchanted creature gets +1/+1.<br/>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.</p> </div> <div>1G</div> </div> | <div> <div>Springleaf Drum</div> <div>Artifact</div> <div> <p>{T}, Tap an untapped creature you control: Add one mana of any color.</p> </div> <div>1</div> </div>                                                                                                                                                                                                                                                                                       | <div> <div>Suncleanser</div> <div>Creature -- Human Cleric</div> <div> <p>When this creature enters, choose one --<br/>* Remove all counters from target creature. It can't have counters put on it for as long as this creature remains on the battlefield.<br/>* Target opponent loses all counters. That player can't get counters for as long as this creature remains on the battlefield.</p> </div> <div>1W</div> </div>                           | <div> <div>Sylvan Safekeeper</div> <div>Creature -- Human Wizard</div> <div> <p>Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)</p> </div> <div>G</div> </div>                                                                                                                                                                                                            |

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| <div><div>Sylvan Safekeeper</div><div><div>G</div></div></div> <div><div>Creature -- Human Wizard</div><div>Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                | <div><div>Temple Garden</div><div></div></div> <div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                             | <div><div>Thassa's Oracle</div><div><div>U</div><div>U</div></div></div> <div><div>Creature -- Merfolk Wizard</div><div>When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.)</div><div><div>1/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Saga</div><div></div></div> <div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Urza's Saga</div><div></div></div> <div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Saga</div><div></div></div> <div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Saga</div><div></div></div> <div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    | <div><div>Volatile Stormdrake</div><div><div>1</div><div>U</div></div></div> <div><div>Creature -- Drake</div><div>Flying, hexproof from activated and triggered abilities<br/>When this creature enters, exchange control of this creature and target creature an opponent controls. If you do, you get {E}{E}{E}{E}, then sacrifice that creature unless you pay an amount of {E} equal to its mana value.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                              |

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| <div><div>Windswept Heath</div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                       | <div><div>Windswept Heath</div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                       | <div><div>Windswept Heath</div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <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>                                |
| <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dismember</div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    | <div><div>Dismember</div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Drannith Magistrate</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Creature -- Human Wizard         </div> <div>           Your opponents can't cast spells from anywhere other than their hands.         </div> <div>           [sideboard]         </div> <div> <div>1/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Force of Vigor</b> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div>           Instant         </div> <div>           If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Force of Vigor</b> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div>           Instant         </div> <div>           If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Gemstone Caverns</b> </div> <div>           Legendary Land         </div> <div>           If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand. {T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Reclamation Sage</b> <div> <div>2</div> <div>G</div> </div> </div> <div>           Creature -- Elf Shaman         </div> <div>           When this creature enters, you may destroy target artifact or enchantment.         </div> <div>           [sideboard]         </div> <div> <div>2/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>  | <div> <b>Soulless Jailer</b> <div> <div>2</div> </div> </div> <div>           Artifact Creature -- Phyrexian Golem         </div> <div>           Permanent cards in graveyards can't enter the battlefield. Players can't cast noncreature spells from graveyards or exile.         </div> <div>           [sideboard]         </div> <div> <div>0/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>       | <div> <b>Swan Song</b> <div> <div>U</div> </div> </div> <div>           Instant         </div> <div>           Counter target enchantment, instant, or sorcery spell. Its controller creates a 2/2 blue Bird creature token with flying.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                       | <div> <b>Swan Song</b> <div> <div>U</div> </div> </div> <div>           Instant         </div> <div>           Counter target enchantment, instant, or sorcery spell. Its controller creates a 2/2 blue Bird creature token with flying.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                      |

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| <div> <div>The One Ring</div> <div>4</div> </div> <div> <div>Legendary Artifact</div> <div> Indestructible<br/> When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br/> At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br/> {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.<br/><br/> [sideboard] </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>The One Ring</div> <div>4</div> </div> <div> <div>Legendary Artifact</div> <div> Indestructible<br/> When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br/> At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br/> {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.<br/><br/> [sideboard] </div> </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> <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.<br/><br/> [sideboard] </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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