

**G**

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.

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Ⓔ

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Ⓒ

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① WP

( $\{W/P\}$  can be paid with either  $\{W\}$  or 2 life.)  
Target artifact or creature you control gains protection from artifacts or from the color of your choice until end of turn.

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① ② G

Devoid (This card has no color.)  
 {1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)  
 Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

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① ②

Devoid (This card has no color.)  
 {1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)  
 Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Devoid (This card has no color.)  
 {1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)  
 Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

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| <b>Basking Broodscale</b> ①⑥<br>Creature -- Eldrazi Lizard<br>Devoid (This card has no color.)<br>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)<br>Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Blade of the Bloodchief</b> ①<br>Artifact -- Equipment<br>Whenever a creature dies, put a +1/+1 counter on equipped creature.<br>If equipped creature is a Vampire, put two +1/+1 counters on it instead.<br>Equip {1}<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                     | <b>Blade of the Bloodchief</b> ①<br>Artifact -- Equipment<br>Whenever a creature dies, put a +1/+1 counter on equipped creature.<br>If equipped creature is a Vampire, put two +1/+1 counters on it instead.<br>Equip {1}<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Blade of the Bloodchief</b> ①<br>Artifact -- Equipment<br>Whenever a creature dies, put a +1/+1 counter on equipped creature.<br>If equipped creature is a Vampire, put two +1/+1 counters on it instead.<br>Equip {1}<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Blade of the Bloodchief</b> ①<br>Artifact -- Equipment<br>Whenever a creature dies, put a +1/+1 counter on equipped creature.<br>If equipped creature is a Vampire, put two +1/+1 counters on it instead.<br>Equip {1}<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                       | <b>Boseiju, Who Endures</b><br>Legendary Land<br>{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.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Eldrazi Temple</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                      | <b>Eldrazi Temple</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                      |

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| <div>Eldrazi Temple</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 PLAY botbox.dev</div>                                                                  | <div>Eldrazi Temple</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 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.<br/>           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.<br/>           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.<br/>           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.<br/>           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.<br/>           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>Forest</div> <div>Basic Land -- Forest</div> <div>           ({T}: Add {G}.)         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                         | <div>Glaring Fleshraker 2C</div> <div>Creature -- Eldrazi Drone</div> <div>           Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br/>           Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.         </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                     | <div>Glaring Fleshraker 2C</div> <div>Creature -- Eldrazi Drone</div> <div>           Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br/>           Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.         </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                     |

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| <b>Glaring Fleshraker</b> (2)(C)<br>Creature -- Eldrazi Drone<br>Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br>Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                | <b>Glaring Fleshraker</b> (2)(C)<br>Creature -- Eldrazi Drone<br>Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br>Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                | <b>Haywire Mite</b> (1)<br>Artifact Creature -- Insect<br>When this creature dies, you gain 2 life.<br>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                       | <b>Kozilek's Command</b> (X)(C)(C)<br>Kindred Instant -- Eldrazi<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Kozilek's Command</b> (X)(C)(C)<br>Kindred Instant -- Eldrazi<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Kozilek's Command</b> (X)(C)(C)<br>Kindred Instant -- Eldrazi<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Kozilek's Command</b> (X)(C)(C)<br>Kindred Instant -- Eldrazi<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Llanowar Wastes</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {B} or {G}. This land deals 1 damage to you.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                |

## Llanowar Wastes

Land

{T}: Add {C}.  
{T}: Add {B} or {G}. This land deals  
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## Malevolent Rumble

① ⑥

Sorcery

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}."

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## Nihil Spellbomb

①

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.

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| <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 PLAYbotbox.dev</div></div>      | <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 PLAYbotbox.dev</div></div>      | <div><div>Springleaf Drum1</div><div>Artifact</div><div>{T}, Tap an untapped creature you control: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div>Starting Town</div><div>Land -- Town</div><div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>ThoughtseizeB</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>ThoughtseizeB</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>ThoughtseizeB</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Transmogrant's Crown2</div><div>Artifact -- Equipment</div><div>Equipped creature gets +2/+0. Whenever equipped creature dies, draw a card.<br/>Equip {2} or {B}</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    |

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| <div><div>Transmogrant's Crown</div><div>②</div></div> <div>Artifact -- Equipment</div> <div>Equipped creature gets +2/+0.<br/>Whenever equipped creature dies,<br/>draw a card.<br/>Equip {2} or {B}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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.<br/>(Look at the top card of your<br/>library. You may put it into your<br/>graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                              | <div><div>Unearth</div><div>B</div></div> <div>Sorcery</div> <div>Return target creature card with<br/>mana value 3 or less from your<br/>graveyard to the battlefield.<br/>Cycling {2} ({2}, Discard this card:<br/>Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                | <div>Urza's Saga</div> <div>Enchantment Land -- Urza's Saga</div> <div>(As this Saga enters and after your<br/>draw step, add a lore counter.<br/>Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}":<br/>Create a 0/0 colorless Construct<br/>artifact creature token with 'This<br/>token gets +1/+1 for each artifact<br/>you control.'<br/>III -- Search your library for an<br/>artifact card with mana cost {0} or<br/>{1}, put it onto the battlefield,<br/>then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Urza's Saga</div> <div>Enchantment Land -- Urza's Saga</div> <div>(As this Saga enters and after your<br/>draw step, add a lore counter.<br/>Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}":<br/>Create a 0/0 colorless Construct<br/>artifact creature token with 'This<br/>token gets +1/+1 for each artifact<br/>you control.'<br/>III -- Search your library for an<br/>artifact card with mana cost {0} or<br/>{1}, put it onto the battlefield,<br/>then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Urza's Saga</div> <div>Enchantment Land -- Urza's Saga</div> <div>(As this Saga enters and after your<br/>draw step, add a lore counter.<br/>Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}":<br/>Create a 0/0 colorless Construct<br/>artifact creature token with 'This<br/>token gets +1/+1 for each artifact<br/>you control.'<br/>III -- Search your library for an<br/>artifact card with mana cost {0} or<br/>{1}, put it onto the battlefield,<br/>then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Urza's Saga</div> <div>Enchantment Land -- Urza's Saga</div> <div>(As this Saga enters and after your<br/>draw step, add a lore counter.<br/>Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}":<br/>Create a 0/0 colorless Construct<br/>artifact creature token with 'This<br/>token gets +1/+1 for each artifact<br/>you control.'<br/>III -- Search your library for an<br/>artifact card with mana cost {0} or<br/>{1}, put it onto the battlefield,<br/>then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Verdant Catacombs</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this<br/>land: Search your library for a<br/>Swamp or Forest card, put it onto<br/>the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                    |

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| <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Windswept Heath</div><div></div></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><div>Wooded Foothills</div><div></div></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>                                                                                               | <div><div><div>Wooded Foothills</div><div></div></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>                                                                                               |
| <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.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <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.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Damping Sphere</div><div>②</div></div><div>Artifact</div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br/>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Damping Sphere</div><div>②</div></div><div>Artifact</div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br/>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Damping Sphere</div><div>2</div></div><div>Artifact</div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Dismember</div><div>1BPBP</div></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><div>Fatal Push</div><div>B</div></div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Grafdigger's Cage</div><div>1</div></div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Nihil Spellbomb</div><div>1</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Exile target player's graveyard. 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><div><div>Pithing Needle</div><div>1</div></div><div>Artifact</div><div>As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Torpor Orb</div><div>2</div></div><div>Artifact</div><div>Creatures entering don't cause abilities to trigger.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                            | <div><div><div>Torpor Orb</div><div>2</div></div><div>Artifact</div><div>Creatures entering don't cause abilities to trigger.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   |

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| <div> <div> <b>Veil of Summer</b> <div>6</div> </div> <div> Instant <div> <p>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Veil of Summer</b> <div>6</div> </div> <div> Instant <div> <p>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Vexing Bauble</b> <div>1</div> </div> <div> Artifact <div> <p>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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