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| <b>Aftermath Analyst</b> ①⑥<br>Creature -- Elf Detective<br>When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)<br>{3}{G}, Sacrifice this creature: Return all land cards from your graveyard to the battlefield tapped.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Aftermath Analyst</b> ①⑥<br>Creature -- Elf Detective<br>When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)<br>{3}{G}, Sacrifice this creature: Return all land cards from your graveyard to the battlefield tapped.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Amulet of Vigor</b> ①<br>Artifact<br>Whenever a permanent you control enters tapped, untap it.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                             | <b>Amulet of Vigor</b> ①<br>Artifact<br>Whenever a permanent you control enters tapped, untap it.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                             |
| <b>Amulet of Vigor</b> ①<br>Artifact<br>Whenever a permanent you control enters tapped, untap it.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                               | <b>Amulet of Vigor</b> ①<br>Artifact<br>Whenever a permanent you control enters tapped, untap it.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                               | <b>Arboreal Grazer</b> ⑥<br>Creature -- Sloth Beast<br>Reach<br>When this creature enters, you may put a land card from your hand onto the battlefield tapped.<br><div>0/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Arboreal Grazer</b> ⑥<br>Creature -- Sloth Beast<br>Reach<br>When this creature enters, you may put a land card from your hand onto the battlefield tapped.<br><div>0/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

**G**

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

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

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

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped.  
When this land enters, add one mana  
of any color.  
{T}: Add {C}. ({C} represents  
colorless mana.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped.  
When this land enters, add one mana  
of any color.  
{T}: Add {C}. ({C} represents  
colorless mana.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped.  
When this land enters, add one mana  
of any color.  
{T}: Add {C}. ({C} represents  
colorless mana.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Crumbling Vestige

Land

This land enters tapped.  
When this land enters, add one mana  
of any color.  
{T}: Add {C}. ({C} represents  
colorless mana.)

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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 of the Ilysian Grove** (2)(G)

Enchantment Creature -- Nymph Dryad

You may play an additional land on each of your turns. Lands you control are every basic land type in addition to their other types.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Echoing Deeps

Land -- Cave

You may have this land enter tapped as a copy of any land card in a graveyard, except it's a Cave in addition to its other types.  
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Green Sun's Zenith (X)(G)

Sorcerv

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.

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| <div><div>Green Sun's Zenith</div><div><div>X</div><div>G</div></div></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> | <div><div>Green Sun's Zenith</div><div><div>X</div><div>G</div></div></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> | <div><div>Green Sun's Zenith</div><div><div>X</div><div>G</div></div></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> | <div><div>Gruul Turf</div></div> <div>Land</div> <div>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {R}{G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <div><div>Gruul Turf</div></div> <div>Land</div> <div>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {R}{G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                        | <div><div>Gruul Turf</div></div> <div>Land</div> <div>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {R}{G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                        | <div><div>Gruul Turf</div></div> <div>Land</div> <div>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {R}{G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                        | <div><div>Hanweir Battlements</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{R}, {T}: Target creature gains haste until end of turn.<br/>{3}{R}{R}, {T}: If you both own and control this land and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.</div> <div>----- OTHER FACE -----</div> <div><div>Hanweir, the Writhing Township</div></div> <div>Legendary Creature -- Eldrazi Ooze</div> <div>Trample, haste<br/>Whenever Hanweir attacks, create two 3/2 colorless Eldrazi Horror creature tokens that are tapped and attacking.</div> <div>7/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Lotus Field</div><div>Land</div><div>Hexproof<br/>This land enters tapped.<br/>When this land enters, sacrifice two lands.<br/>{T}: Add three mana of any one color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div>Lotus Field</div><div>Land</div><div>Hexproof<br/>This land enters tapped.<br/>When this land enters, sacrifice two lands.<br/>{T}: Add three mana of any one color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div>Mirrorpool</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {C}.<br/>{2}{C}, {T}, Sacrifice this land:<br/>Copy target instant or sorcery spell you control. You may choose new targets for the copy.<br/>{4}{C}, {T}, Sacrifice this land:<br/>Create a token that's a copy of target creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Otawara, Soaring City</div><div>Legendary Land</div><div>{T}: Add {U}.<br/>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Primeval Titan</div><div>4GG</div><div>Creature -- Giant</div><div>Trample<br/>Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Primeval Titan</div><div>4GG</div><div>Creature -- Giant</div><div>Trample<br/>Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Primeval Titan</div><div>4GG</div><div>Creature -- Giant</div><div>Trample<br/>Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                           | <div><div>Primeval Titan</div><div>4GG</div><div>Creature -- Giant</div><div>Trample<br/>Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      |

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| <div><div>Scapeshift</div><div>2GG</div></div> <div>Sorcery</div> <div>Sacrifice any number of lands.<br/>Search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Scapeshift</div><div>2GG</div></div> <div>Sorcery</div> <div>Sacrifice any number of lands.<br/>Search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Scapeshift</div><div>2GG</div></div> <div>Sorcery</div> <div>Sacrifice any number of lands.<br/>Search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                              | <div><div>Shifting Woodland</div></div> <div>Land</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Simic Growth Chamber</div></div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {G}{U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                           | <div><div>Simic Growth Chamber</div></div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {G}{U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                           | <div><div>Spelunking</div><div>2G</div></div> <div>Enchantment</div> <div>When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life.<br/>Lands you control enter untapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Spelunking</div><div>2G</div></div> <div>Enchantment</div> <div>When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life.<br/>Lands you control enter untapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                          |

2 G

When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life. Lands you control enter untapped.

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2 G

When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life. Lands you control enter untapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ①

Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay  $\{2\}\{G\}\{G\}$ . If you don't, you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ①

Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay  $\{2\}\{G\}\{G\}$ . If you don't, you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped.  
{T}: Add {U}.  
Transmute {1}{U}{U} ({1}{U}{U},  
Discard this card: Search your  
library for a card with mana value  
0, reveal it, put it into your hand,  
then shuffle. Transmute only as a  
sorcery.)

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{T}: Add {C}.  
{3}, {T}, Sacrifice this land:  
Search your library for a land card,  
put it onto the battlefield tapped,  
then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

```
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- This Saga gains "{T}: Add {C}."
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.'"
III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I -- This Saga gains "{T}: Add {C}."

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.'"

III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.

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| <div><div>Urza's Saga</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Saga</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Valakut, the Molten Pinnacle</div><div>Land</div><div>This land enters tapped. Whenever a Mountain you control enters, if you control at least five other Mountains, you may have this land deal 3 damage to any target. {T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Vesuva</div><div>Land</div><div>You may have this land enter tapped as a copy of any land on the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              |
| <div><div>Bojuka Bog</div><div>Land</div><div>This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}.</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.)<br/>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.)<br/>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.)<br/>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>Dosan the Falling Leaf</b> </div> <div>           Legendary Creature -- Human Monk         </div> <div>           Players can cast spells only during their own turns.         </div> <div>           [sideboard]         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                            | <div> <b>Firespout</b> </div> <div>           Sorcery         </div> <div>           Firespout deals 3 damage to each creature without flying if {R} was spent to cast this spell and 3 damage to each creature with flying if {G} was spent to cast this spell. (Do both if {R}{G} was spent.)         </div> <div>           [sideboard]         </div> <div> <div>2/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                       | <div> <b>Force of Vigor</b> </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> <div>2/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                             | <div> <b>Force of Vigor</b> </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> <div>2/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                      |
| <div> <b>Force of Vigor</b> </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> <div>2/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Hexdrinker</b> </div> <div>           Creature -- Snake         </div> <div>           Level up {1} ({1}: Put a level counter on this. Level up only as a sorcery.)<br/>           LEVEL 3-7<br/>           4/4<br/>           Protection from instants<br/>           LEVEL 8+<br/>           6/6<br/>           Protection from everything         </div> <div>           [sideboard]         </div> <div> <div>2/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Icetill Explorer</b> </div> <div>           Creature -- Insect Scout         </div> <div>           You may play an additional land on each of your turns.<br/>           You may play lands from your graveyard.<br/>           Landfall -- Whenever a land you control enters, mill a card.         </div> <div>           [sideboard]         </div> <div> <div>2/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Otawara, Soaring City</b> </div> <div>           Legendary Land         </div> <div>           {T}: Add {U}.<br/>           Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.         </div> <div>           [sideboard]         </div> <div> <div>2/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

**Playtest cards - Moniz0801 - Modern (Modern League)**

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 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Six</div> <div> <div>2</div> <div>6</div> </div> </div> <div> <div> <div>Legendary Creature -- Treefolk</div> <div> <div>Reach</div> <div> Whenever Six attacks, mill three cards. You may put a land card from among them into your hand. During your turn, nonland permanent cards in your graveyard have retrace. (You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.) </div> </div> <div> <div>[sideboard]</div> <div>2/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Vexing Bauble</div> <div> <div>1</div> </div> </div> <div> <div> <div>Artifact</div> <div> 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. </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Vexing Bauble</div> <div> <div>1</div> </div> </div> <div> <div> <div>Artifact</div> <div> 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. </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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