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| <div><div><div>Brazen Borrower</div><div>①④⑤</div></div><div>Creature -- Faerie Rogue</div><div>Flash<br/>Flying<br/>This creature can block only creatures with flying.</div><div>3/1</div><div>----- ADVENTURE -----</div><div><div>Petty Theft</div><div>①④</div></div><div>Instant -- Adventure</div><div>Return target nonland permanent an opponent controls to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Brazen Borrower</div><div>①④⑤</div></div><div>Creature -- Faerie Rogue</div><div>Flash<br/>Flying<br/>This creature can block only creatures with flying.</div><div>3/1</div><div>----- ADVENTURE -----</div><div><div>Petty Theft</div><div>①④</div></div><div>Instant -- Adventure</div><div>Return target nonland permanent an opponent controls to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Clearwater Pathway</div></div><div>Land</div><div>{T}: Add {U}.</div><div>----- BACK FACE -----</div><div><div>Murkwater Pathway</div></div><div>Land</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Clearwater Pathway</div></div><div>Land</div><div>{T}: Add {U}.</div><div>----- BACK FACE -----</div><div><div>Murkwater Pathway</div></div><div>Land</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Clearwater Pathway</div></div><div>Land</div><div>{T}: Add {U}.</div><div>----- BACK FACE -----</div><div><div>Murkwater Pathway</div></div><div>Land</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                            | <div><div><div>Darkslick Shores</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                            | <div><div><div>Darkslick Shores</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div><div>Darkslick Shores</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 |

## Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantment Creature -- Cat Glimmer

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantment Creature -- Cat Glimmer

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Faerie Rogue

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Faerie Rogue

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Faerie Rogue

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Instant

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

**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

## ①②

Flash  
Vigilance  
When this creature enters, tap  
target creature an opponent controls  
and put a stun counter on it.  
{1}{U}, {T}: Shuffle this creature  
and target creature with a stun  
counter on it into their owners'  
libraries.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Flash  
Vigilance  
When this creature enters, tap  
target creature an opponent controls  
and put a stun counter on it.  
{1}{U}, {T}: Shuffle this creature  
and target creature with a stun  
counter on it into their owners'  
libraries.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Flash  
Vigilance  
When this creature enters, tap  
target creature an opponent controls  
and put a stun counter on it.  
{1}{U}, {T}: Shuffle this creature  
and target creature with a stun  
counter on it into their owners'  
libraries.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Flash  
Vigilance  
When this creature enters, tap  
target creature an opponent controls  
and put a stun counter on it.  
{1}{U}, {T}: Shuffle this creature  
and target creature with a stun  
counter on it into their owners'  
libraries.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}: Add {U}.  
{T}: Add {B}. Activate only if you control an Island or a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div>Gloomlake Verge</div> <div>Land</div> <div> {T}: Add {U}.<br/> {T}: Add {B}. Activate only if you control an Island or a Swamp. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Gloomlake Verge</div> <div>Land</div> <div> {T}: Add {U}.<br/> {T}: Add {B}. Activate only if you control an Island or a Swamp. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Gloomlake Verge</div> <div>Land</div> <div> {T}: Add {U}.<br/> {T}: Add {B}. Activate only if you control an Island or a Swamp. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | <div>Hall of Storm Giants</div> <div>Land</div> <div> If you control two or more other lands, this land enters tapped.<br/> {T}: Add {U}.<br/> {5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                    |
| <div>Island</div> <div>Basic Land -- Island</div> <div> {T}: Add {U}.) </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                               | <div>Island</div> <div>Basic Land -- Island</div> <div> {T}: Add {U}.) </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                               | <div>Kaito, Bane of Nightmares 2UB</div> <div>Legendary Planeswalker -- Kaito</div> <div> Ninjutsu {1}{U}{B} ({1}{U}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br/> During your turn, as long as Kaito has one or more loyalty counters on him, he's a 3/4 Ninja creature and has hexproof.<br/> [+1]: You get an emblem with "Ninjas you control get +1/+1."<br/> [0]: Surveil 2. Then draw a card for each opponent who lost life this turn.<br/> [-2]: Tap target creature. Put two stun counters on it. </div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Kaito, Bane of Nightmares 2UB</div> <div>Legendary Planeswalker -- Kaito</div> <div> Ninjutsu {1}{U}{B} ({1}{U}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br/> During your turn, as long as Kaito has one or more loyalty counters on him, he's a 3/4 Ninja creature and has hexproof.<br/> [+1]: You get an emblem with "Ninjas you control get +1/+1."<br/> [0]: Surveil 2. Then draw a card for each opponent who lost life this turn.<br/> [-2]: Tap target creature. Put two stun counters on it. </div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Kaito, Bane of Nightmares (2)(U)(B)</div><div>Legendary Planeswalker -- Kaito</div><div>Ninjutsu {1}{U}{B} ({1}{U}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) During your turn, as long as Kaito has one or more loyalty counters on him, he's a 3/4 Ninja creature and has hexproof.<br/>[+1]: You get an emblem with "Ninjas you control get +1/+1."<br/>[0]: Surveil 2. Then draw a card for each opponent who lost life this turn.<br/>[-2]: Tap target creature. Put two stun counters on it.</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div> | <div><div>Kaito, Bane of Nightmares (2)(U)(B)</div><div>Legendary Planeswalker -- Kaito</div><div>Ninjutsu {1}{U}{B} ({1}{U}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) During your turn, as long as Kaito has one or more loyalty counters on him, he's a 3/4 Ninja creature and has hexproof.<br/>[+1]: You get an emblem with "Ninjas you control get +1/+1."<br/>[0]: Surveil 2. Then draw a card for each opponent who lost life this turn.<br/>[-2]: Tap target creature. Put two stun counters on it.</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div> | <div><div>Mockingbird (X)(U)</div><div>Creature -- Bird Bard</div><div>Flying<br/>You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div>                                                                | <div><div>Mockingbird (X)(U)</div><div>Creature -- Bird Bard</div><div>Flying<br/>You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div>                                                                |
| <div><div>Mockingbird (X)(U)</div><div>Creature -- Bird Bard</div><div>Flying<br/>You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div>                                                                                                                                                                                                                                                                       | <div><div>Mockingbird (X)(U)</div><div>Creature -- Bird Bard</div><div>Flying<br/>You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div>                                                                                                                                                                                                                                                                       | <div><div>Moon-Circuit Hacker (1)(U)</div><div>Enchantment Creature -- Human Ninja</div><div>Ninjutsu {U} ({U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card. If you do, discard a card unless this creature entered this turn.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div> | <div><div>Moon-Circuit Hacker (1)(U)</div><div>Enchantment Creature -- Human Ninja</div><div>Ninjutsu {U} ({U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card. If you do, discard a card unless this creature entered this turn.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div> |

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| <div><div><div>Moon-Circuit Hacker</div><div><div>1</div><div>U</div></div></div><div>Enchantment Creature -- Human Ninja</div><div><div>Ninjutsu {U} ({U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card. If you do, discard a card unless this creature entered this turn.</div><div><div>2/1</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Moon-Circuit Hacker</div><div><div>1</div><div>U</div></div></div><div>Enchantment Creature -- Human Ninja</div><div><div>Ninjutsu {U} ({U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card. If you do, discard a card unless this creature entered this turn.</div><div><div>2/1</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mutavault</div></div><div>Token Land</div><div><div>{T}: Add {C}.</div><div>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                       | <div><div><div>Mutavault</div></div><div>Token Land</div><div><div>{T}: Add {C}.</div><div>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Mutavault</div></div><div>Token Land</div><div><div>{T}: Add {C}.</div><div>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                | <div><div><div>Mutavault</div></div><div>Token Land</div><div><div>{T}: Add {C}.</div><div>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                | <div><div><div>Otawara, Soaring City</div></div><div>Legendary Land</div><div><div>{T}: Add {U}.</div><div>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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Spell Pierce</div><div>U</div></div><div>Instant</div><div><div>Counter target noncreature spell unless its controller pays {2}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 |

U

Flying  
When this creature enters, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Flying  
When this creature enters, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sorcery.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Flying  
When this creature enters, create a Map token. (It's an artifact with "{1}, {1}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div><div>({T}: Add {U} or {B}.)</div><div>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>Watery Grave</div><div>Land -- Island Swamp</div><div><div>({T}: Add {U} or {B}.)</div><div>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>Watery Grave</div><div>Land -- Island Swamp</div><div><div>({T}: Add {U} or {B}.)</div><div>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>Watery Grave</div><div>Land -- Island Swamp</div><div><div>({T}: Add {U} or {B}.)</div><div>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>Aether Gust</div><div>Instant</div><div><div>Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.</div><div>[sideboard]</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Anoint with Affliction</div><div>Instant</div><div><div>Exile target creature if it has mana value 3 or less.</div><div>Corrupted -- Exile that creature instead if its controller has three or more poison counters.</div><div>[sideboard]</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Anoint with Affliction</div><div>Instant</div><div><div>Exile target creature if it has mana value 3 or less.</div><div>Corrupted -- Exile that creature instead if its controller has three or more poison counters.</div><div>[sideboard]</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Cut Down</div><div>Instant</div><div><div>Destroy target creature with total power and toughness 5 or less.</div><div>[sideboard]</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                    |

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| <b>Disdainful Stroke</b> (1)(U)<br>Instant<br>Counter target spell with mana value 4 or greater.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                         | <b>Disdainful Stroke</b> (1)(U)<br>Instant<br>Counter target spell with mana value 4 or greater.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                        | <b>Enduring Curiosity</b> (2)(U)(U)<br>Enchantment Creature -- Cat Glimmer<br><br>Flash<br>Whenever a creature you control deals combat damage to a player, draw a card.<br>When Enduring Curiosity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                      | <b>Extinction Event</b> (3)(B)<br>Sorcery<br><br>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Ghost Vacuum</b> (1)<br>Artifact<br><br>{T}: Exile target card from a graveyard.<br>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Heartless Act</b> (1)(B)<br>Instant<br><br>Choose one --<br>* Destroy target creature with no counters on it.<br>* Remove up to three counters from target creature.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Kaito Shizuki</b> (1)(U)(B)<br>Legendary Planeswalker -- Kaito<br><br>At the beginning of your end step, if Kaito entered this turn, he phases out.<br>[+1]: Draw a card. Then discard a card unless you attacked this turn.<br>[-2]: Create a 1/1 blue Ninja creature token with "This token can't be blocked."<br>[-7]: You get an emblem with "Whenever a creature you control deals combat damage to a player, search your library for a blue or black creature card, put it onto the battlefield, then shuffle."<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Spell Pierce</b> (U)<br>Instant<br><br>Counter target noncreature spell unless its controller pays {2}.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                      |

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| <div><div>Unlicensed Hearse<span>②</span></div><div>Artifact -- Vehicle</div><div><p>{T}: Exile up to two target cards from a single graveyard.</p><p>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</p><p>Crew 2</p></div><div>[sideboard]</div><div><div>*/*</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Unlicensed Hearse<span>②</span></div><div>Artifact -- Vehicle</div><div><p>{T}: Exile up to two target cards from a single graveyard.</p><p>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</p><p>Crew 2</p></div><div>[sideboard]</div><div><div>*/*</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Unlicensed Hearse<span>②</span></div><div>Artifact -- Vehicle</div><div><p>{T}: Exile up to two target cards from a single graveyard.</p><p>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</p><p>Crew 2</p></div><div>[sideboard]</div><div><div>*/*</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |  |
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