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| <div>Archfiend of the Dross (2)(B)(B)</div> <div>Creature -- Phyrexian Demon</div> <div>Flying<br/>This creature enters with four oil counters on it.<br/>At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game. Whenever a creature an opponent controls dies, its controller loses 2 life.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Archfiend of the Dross (2)(B)(B)</div> <div>Creature -- Phyrexian Demon</div> <div>Flying<br/>This creature enters with four oil counters on it.<br/>At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game. Whenever a creature an opponent controls dies, its controller loses 2 life.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Archfiend of the Dross (2)(B)(B)</div> <div>Creature -- Phyrexian Demon</div> <div>Flying<br/>This creature enters with four oil counters on it.<br/>At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game. Whenever a creature an opponent controls dies, its controller loses 2 life.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Blackcleave Cliffs</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                        |
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| <div><div><div>Blade of the Oni</div><div><div>1</div><div>B</div></div></div><div>Artifact Creature -- Equipment Demon</div><div>Menace<br/>Equipped creature has base power and toughness 5/5, has menace, and is a black Demon in addition to its other colors and types.<br/>Reconfigure {2}{B}{B} ({2}{B}{B}): Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)</div><div><div>3/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Blade of the Oni</div><div><div>1</div><div>B</div></div></div><div>Artifact Creature -- Equipment Demon</div><div>Menace<br/>Equipped creature has base power and toughness 5/5, has menace, and is a black Demon in addition to its other colors and types.<br/>Reconfigure {2}{B}{B} ({2}{B}{B}): Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)</div><div><div>3/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Blazemire Verge</div></div><div>Land</div><div>{T}: Add {B}.<br/>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div><div>Blazemire Verge</div></div><div>Land</div><div>{T}: Add {B}.<br/>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           |
| <div><div><div>Blazemire Verge</div></div><div>Land</div><div>{T}: Add {B}.<br/>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                       | <div><div><div>Blightstep Pathway</div></div><div>Land</div><div>{T}: Add {B}.</div><div>----- BACK FACE -----</div><div><div>Searstep Pathway</div></div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                             | <div><div><div>Blightstep Pathway</div></div><div>Land</div><div>{T}: Add {B}.</div><div>----- BACK FACE -----</div><div><div>Searstep Pathway</div></div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Blightstep Pathway</div></div><div>Land</div><div>{T}: Add {B}.</div><div>----- BACK FACE -----</div><div><div>Searstep Pathway</div></div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Blightstep Pathway

Land

$$\{T\}: \text{Add } \{B\}.$$

- - - BACK FACE - - -

## Searstep Pathway

Land

$$\{T\}: \text{Add } \{R\}.$$

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## Blood Crypt

Land - - Swamp Mountain

{T}: Add {B} or {R}.)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Blood Crypt

Land - - Swamp Mountain

(T}: Add {B} or {R}.)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Blood Crypt

Land - - Swamp Mountain

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Bloodtithe Harvester** (B)(R)

Creature -- Vampire

When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.

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3/2

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| <b>Fable of the Mirror-Breaker</b> (2)(R)<br>Enchantment -- Saga<br><br>(As this Saga enters and after your draw step, add a lore counter.)<br>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br>II -- You may discard up to two cards. If you do, draw that many cards.<br>III -- Exile this Saga, then return it to the battlefield transformed under your control.<br><br>----- BACK FACE -----<br><b>Reflection of Kiki-Jiki</b><br>Enchantment Creature -- Goblin Shaman<br><br>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.<br><br><div>2/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Fable of the Mirror-Breaker</b> (2)(R)<br>Enchantment -- Saga<br><br>(As this Saga enters and after your draw step, add a lore counter.)<br>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br>II -- You may discard up to two cards. If you do, draw that many cards.<br>III -- Exile this Saga, then return it to the battlefield transformed under your control.<br><br>----- BACK FACE -----<br><b>Reflection of Kiki-Jiki</b><br>Enchantment Creature -- Goblin Shaman<br><br>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.<br><br><div>2/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Fable of the Mirror-Breaker</b> (2)(R)<br>Enchantment -- Saga<br><br>(As this Saga enters and after your draw step, add a lore counter.)<br>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br>II -- You may discard up to two cards. If you do, draw that many cards.<br>III -- Exile this Saga, then return it to the battlefield transformed under your control.<br><br>----- BACK FACE -----<br><b>Reflection of Kiki-Jiki</b><br>Enchantment Creature -- Goblin Shaman<br><br>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.<br><br><div>2/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Fable of the Mirror-Breaker</b> (2)(R)<br>Enchantment -- Saga<br><br>(As this Saga enters and after your draw step, add a lore counter.)<br>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br>II -- You may discard up to two cards. If you do, draw that many cards.<br>III -- Exile this Saga, then return it to the battlefield transformed under your control.<br><br>----- BACK FACE -----<br><b>Reflection of Kiki-Jiki</b><br>Enchantment Creature -- Goblin Shaman<br><br>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.<br><br><div>2/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

Playtest cards - harayuito - Pioneer (Pioneer Gold Rush)

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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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Fatal Push</div><div>B</div></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 PLAYbotbox.dev</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.<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 PLAYbotbox.dev</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.<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 PLAYbotbox.dev</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.<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 PLAYbotbox.dev</div> |
| <div><div>Go for the Throat</div><div>1B</div></div> <div>Instant</div> <div>Destroy target nonartifact creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                         | <div><div>Go for the Throat</div><div>1B</div></div> <div>Instant</div> <div>Destroy target nonartifact creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                         | <div><div>Mutavault</div></div> <div>Token Land</div> <div>{T}: Add {C}.<br/>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                         | <div><div>Mutavault</div></div> <div>Token Land</div> <div>{T}: Add {C}.<br/>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                         |

## Mutavault

Token Land

{T}: Add {C}.  
{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mutavault

Token Land

```
{T}: Add {C}.
{1}: This token becomes a 2/2
creature with all creature types
until end of turn. It's still a
land.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sulfurous Springs

Land

{T}: Add {C}.  
{T}: Add {B} or {R}. This land deals  
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sulfurous Springs

Land

```
{T}: Add {C}.
{T}: Add {B} or {R}. This land deals
1 damage to you.
```

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## Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land - - Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thoughtseize

©

Sorcery

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

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Playtest cards - harayuito - Pioneer (Pioneer Gold Rush)

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Target player reveals their hand.  
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lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)  
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.  
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)  
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If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

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2 B

At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.

(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

- - - RIGHT HALF - - -

③ ⑧ ⑧

When you unlock this door, create a 6/6 black Demon creature token with flying.  
(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.

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- - - RIGHT HALF - - -

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

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| <div><div>Unholy Annex<div>2B</div></div><div>Enchantment -- Room</div><div>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>-----<div>RIGHT HALF</div>-----</div><div>Ritual Chamber<div>3BB</div></div><div>Enchantment -- Room</div><div>When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Unstoppable Slasher<div>2B</div></div><div>Creature -- Zombie Assassin</div><div>Deathtouch<br/>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br/>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Unstoppable Slasher<div>2B</div></div><div>Creature -- Zombie Assassin</div><div>Deathtouch<br/>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br/>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urborg, Tomb of Yawgmoth</div><div>Legendary Land</div><div>Each land is a Swamp in addition to its other land types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                          |
| <div><div>Anoint with Affliction<div>1B</div></div><div>Instant</div><div>Exile target creature if it has mana value 3 or less.<br/>Corrupted -- Exile that creature instead if its controller has three or more poison counters.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | <div><div>Duress<div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                           | <div><div>Extinction Event<div>3B</div></div><div>Sorcery</div><div>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                     | <div><div>Extinction Event<div>3B</div></div><div>Sorcery</div><div>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Go Blank<div>2B</div><div>Sorcery</div><div>Target player discards two cards. Then exile that player's graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | <div>Go Blank<div>2B</div><div>Sorcery</div><div>Target player discards two cards. Then exile that player's graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                | <div>Hidetsugu Consumes All<div>1BR</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Destroy each nonland permanent with mana value 1 or less.<br/>II -- Exile all graveyards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>[sideboard]</div><div>-----<br/>-- - BACK FACE - - -</div><div>Vessel of the All-Consuming</div><div>Enchantment Creature -- Ogre Shaman</div><div>Trample<br/>Whenever this creature deals damage, put a +1/+1 counter on it.<br/>Whenever this creature deals damage to a player, if it has dealt 10 or more damage to that player this turn, they lose the game.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Hidetsugu Consumes All<div>1BR</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Destroy each nonland permanent with mana value 1 or less.<br/>II -- Exile all graveyards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>[sideboard]</div><div>-----<br/>-- - BACK FACE - - -</div><div>Vessel of the All-Consuming</div><div>Enchantment Creature -- Ogre Shaman</div><div>Trample<br/>Whenever this creature deals damage, put a +1/+1 counter on it.<br/>Whenever this creature deals damage to a player, if it has dealt 10 or more damage to that player this turn, they lose the game.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div>Hidetsugu Consumes All<div>1BR</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Destroy each nonland permanent with mana value 1 or less.<br/>II -- Exile all graveyards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>[sideboard]</div><div>-----<br/>-- - BACK FACE - - -</div><div>Vessel of the All-Consuming</div><div>Enchantment Creature -- Ogre Shaman</div><div>Trample<br/>Whenever this creature deals damage, put a +1/+1 counter on it.<br/>Whenever this creature deals damage to a player, if it has dealt 10 or more damage to that player this turn, they lose the game.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Invoke Despair<div>1BBBB</div><div>Sorcery</div><div>Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Invoke Despair<div>1BBBB</div><div>Sorcery</div><div>Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | <div>Invoke Despair<div>1BBBB</div><div>Sorcery</div><div>Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |

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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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