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| <div>Atarka's Command</div> <div><div>R</div><div>G</div></div> <div>Instant</div> <div>Choose two --<br/>* Your opponents can't gain life this turn.<br/>* Atarka's Command deals 3 damage to each opponent.<br/>* You may put a land card from your hand onto the battlefield.<br/>* Creatures you control get +1/+1 and gain reach until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                     | <div>Atarka's Command</div> <div><div>R</div><div>G</div></div> <div>Instant</div> <div>Choose two --<br/>* Your opponents can't gain life this turn.<br/>* Atarka's Command deals 3 damage to each opponent.<br/>* You may put a land card from your hand onto the battlefield.<br/>* Creatures you control get +1/+1 and gain reach until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                             | <div>Atarka's Command</div> <div><div>R</div><div>G</div></div> <div>Instant</div> <div>Choose two --<br/>* Your opponents can't gain life this turn.<br/>* Atarka's Command deals 3 damage to each opponent.<br/>* You may put a land card from your hand onto the battlefield.<br/>* Creatures you control get +1/+1 and gain reach until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                             | <div>Atarka's Command</div> <div><div>R</div><div>G</div></div> <div>Instant</div> <div>Choose two --<br/>* Your opponents can't gain life this turn.<br/>* Atarka's Command deals 3 damage to each opponent.<br/>* You may put a land card from your hand onto the battlefield.<br/>* Creatures you control get +1/+1 and gain reach until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                             |
| <div>Boseiju, Who Endures</div> <div>Legendary Land</div> <div>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Break Out</div> <div><div>R</div><div>G</div></div> <div>Sorcery</div> <div>Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Break Out</div> <div><div>R</div><div>G</div></div> <div>Sorcery</div> <div>Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Break Out</div> <div><div>R</div><div>G</div></div> <div>Sorcery</div> <div>Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Burning-Tree Emissary</div><div><div>R/G</div><div>R/G</div></div></div><div>Creature -- Human Shaman</div><div>When this creature enters, add {R}{G}.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                             | <div><div><div>Copperline Gorge</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div><div>Copperline Gorge</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div><div>Copperline Gorge</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              |

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| <div><div>Cragcrown Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>--- BACK FACE ---</div><div><div>Timbercrown Pathway</div><div>Land</div><div>{T}: Add {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cunning Coyote</div><div>Creature -- Coyote</div><div>Haste<br/>When this creature enters, another target creature you control gets +1/+1 and gains haste until end of turn.<br/>Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cunning Coyote</div><div>Creature -- Coyote</div><div>Haste<br/>When this creature enters, another target creature you control gets +1/+1 and gains haste until end of turn.<br/>Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cunning Coyote</div><div>Creature -- Coyote</div><div>Haste<br/>When this creature enters, another target creature you control gets +1/+1 and gains haste until end of turn.<br/>Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Cunning Coyote</div> <div> <div>1</div> <div>R</div> </div> <div>Creature -- Coyote</div> <div> <p>Haste</p> <p>When this creature enters, another target creature you control gets +1/+1 and gains haste until end of turn.</p> <p>Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                    | <div>Experiment One</div> <div> <div>G</div> </div> <div>Creature -- Human Ooze</div> <div> <p>Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)</p> <p>Remove two +1/+1 counters from this creature: Regenerate it. (The next time this creature would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.)</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Experiment One</div> <div> <div>G</div> </div> <div>Creature -- Human Ooze</div> <div> <p>Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)</p> <p>Remove two +1/+1 counters from this creature: Regenerate it. (The next time this creature would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.)</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Experiment One</div> <div> <div>G</div> </div> <div>Creature -- Human Ooze</div> <div> <p>Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)</p> <p>Remove two +1/+1 counters from this creature: Regenerate it. (The next time this creature would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.)</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Experiment One</div> <div> <div>G</div> </div> <div>Creature -- Human Ooze</div> <div> <p>Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)</p> <p>Remove two +1/+1 counters from this creature: Regenerate it. (The next time this creature would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.)</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div> <p>{T}: Add {G}.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                    | <div>Forest</div> <div>Basic Land -- Forest</div> <div> <p>{T}: Add {G}.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                    | <div>Forest</div> <div>Basic Land -- Forest</div> <div> <p>{T}: Add {G}.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                    |

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| <div><div>Karplusan Forest</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                         | <div><div>Karplusan Forest</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                         | <div><div>Karplusan Forest</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                         | <div><div>Karplusan Forest</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                         |
| <div><div>Kraul Harpooner</div><div>①⑥</div><div>Creature -- Insect Warrior</div><div>Reach<br/>Undergrowth -- When this creature enters, choose up to one target creature you don't control with flying. This creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have this creature fight that creature.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Kraul Harpooner</div><div>①⑥</div><div>Creature -- Insect Warrior</div><div>Reach<br/>Undergrowth -- When this creature enters, choose up to one target creature you don't control with flying. This creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have this creature fight that creature.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Kraul Harpooner</div><div>①⑥</div><div>Creature -- Insect Warrior</div><div>Reach<br/>Undergrowth -- When this creature enters, choose up to one target creature you don't control with flying. This creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have this creature fight that creature.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Kraul Harpooner</div><div>①⑥</div><div>Creature -- Insect Warrior</div><div>Reach<br/>Undergrowth -- When this creature enters, choose up to one target creature you don't control with flying. This creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have this creature fight that creature.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <p><b>Pelt Collector</b> ⑥</p> <p>Creature -- Elf Warrior</p> <p>Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature.<br/>As long as this creature has three or more +1/+1 counters on it, it has trample.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                   | <p><b>Pelt Collector</b> ⑥</p> <p>Creature -- Elf Warrior</p> <p>Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature.<br/>As long as this creature has three or more +1/+1 counters on it, it has trample.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                   | <p><b>Pelt Collector</b> ⑥</p> <p>Creature -- Elf Warrior</p> <p>Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature.<br/>As long as this creature has three or more +1/+1 counters on it, it has trample.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                   | <p><b>Pelt Collector</b> ⑥</p> <p>Creature -- Elf Warrior</p> <p>Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature.<br/>As long as this creature has three or more +1/+1 counters on it, it has trample.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                   |
| <p><b>Reckless Bushwhacker</b> ②①</p> <p>Creature -- Goblin Warrior Ally</p> <p>Surge {1}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.)<br/>Haste<br/>When this creature enters, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Reckless Bushwhacker</b> ②①</p> <p>Creature -- Goblin Warrior Ally</p> <p>Surge {1}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.)<br/>Haste<br/>When this creature enters, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Reckless Bushwhacker</b> ②①</p> <p>Creature -- Goblin Warrior Ally</p> <p>Surge {1}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.)<br/>Haste<br/>When this creature enters, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Reckless Bushwhacker</b> ②①</p> <p>Creature -- Goblin Warrior Ally</p> <p>Surge {1}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.)<br/>Haste<br/>When this creature enters, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} 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>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} 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>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} 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>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} 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>Targ Nar, Demon-Fang Gnoll</div><div>Legendary Creature -- Gnoll</div><div>Pack tactics -- Whenever Targ Nar attacks, if you attacked with creatures with total power 6 or greater this combat, attacking creatures get +1/+0 until end of turn.<br/>{2}{R}{G}: Double Targ Nar's power and toughness until end of turn.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Targ Nar, Demon-Fang Gnoll</div><div>Legendary Creature -- Gnoll</div><div>Pack tactics -- Whenever Targ Nar attacks, if you attacked with creatures with total power 6 or greater this combat, attacking creatures get +1/+0 until end of turn.<br/>{2}{R}{G}: Double Targ Nar's power and toughness until end of turn.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Voltaic Brawler</div><div>Creature -- Human Warrior</div><div>When this creature enters, you get {E}{E} (two energy counters).<br/>Whenever this creature attacks, you may pay {E}. If you do, it gets +1/+1 and gains trample until end of turn.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Voltaic Brawler</div><div>Creature -- Human Warrior</div><div>When this creature enters, you get {E}{E} (two energy counters).<br/>Whenever this creature attacks, you may pay {E}. If you do, it gets +1/+1 and gains trample until end of turn.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

**R G**

When this creature enters, you get {E}{E} (two energy counters). Whenever this creature attacks, you may pay {E}. If you do, it gets +1/+1 and gains trample until end of turn.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

RG

When this creature enters, you get {E}{E} (two energy counters). Whenever this creature attacks, you may pay {E}. If you do, it gets +1/+1 and gains trample until end of turn.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Kicker {R} (You may pay an additional {R} as you cast this spell.)  
Trample  
When this creature enters, if it was kicked, it gets +1/+1 and gains haste until end of turn.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Kicker {R} (You may pay an additional {R} as you cast this spell.)  
Trample  
When this creature enters, if it was kicked, it gets +1/+1 and gains haste until end of turn.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**RG**

Whenever an opponent casts a noncreature spell, this enchantment deals 1 damage to that player.

{1}, Sacrifice this enchantment: Destroy target artifact or enchantment. This enchantment deals 2 damage to that permanent's controller.

[sidebar]

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**RG**

Whenever an opponent casts a noncreature spell, this enchantment deals 1 damage to that player. {1}, Sacrifice this enchantment: Destroy target artifact or enchantment. This enchantment deals 2 damage to that permanent's controller.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Grafdigger's Cage</b> ①<br>Artifact<br><hr/> Creature cards in graveyards and libraries can't enter the battlefield.<br>Players can't cast spells from graveyards or libraries.<br><br>[sideboard] | <b>Gruul Charm</b> ① ② ③<br>Instant<br><hr/> Choose one --<br>* Creatures without flying can't block this turn.<br>* Gain control of all permanents you own.<br>* Gruul Charm deals 3 damage to each creature with flying.<br><br>[sideboard]                                                                                                                                                                          | <b>Gruul Charm</b> ② ③<br>Instant<br><hr/> Choose one --<br>* Creatures without flying can't block this turn.<br>* Gain control of all permanents you own.<br>* Gruul Charm deals 3 damage to each creature with flying.<br><br>[sideboard]        | <b>Heroic Intervention</b> ① ② ③<br>Instant<br><hr/> Permanents you control gain hexproof and indestructible until end of turn.<br><br>[sideboard]                                                                                                                                                                                                           |
| <b>Heroic Intervention</b> ① ② ③<br>Instant<br><hr/> Permanents you control gain hexproof and indestructible until end of turn.<br><br>[sideboard]                                                    | <b>Klothys, God of Destiny</b> ① ② ③ ④<br>Legendary Enchantment Creature -- God<br><hr/> Indestructible<br>As long as your devotion to red and green is less than seven, Klothys isn't a creature.<br>At the beginning of your first main phase, exile target card from a graveyard. If it was a land card, add {R} or {G}. Otherwise, you gain 2 life and Klothys deals 2 damage to each opponent.<br><br>[sideboard] | <b>Ratchet Bomb</b> ②<br>Artifact<br><hr/> {T}: Put a charge counter on this artifact.<br>{T}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.<br><br>[sideboard] | <b>The Stone Brain</b> ②<br>Legendary Artifact<br><hr/> {2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery.<br><br>[sideboard] |

## The Stone Brain

②

Legendary Artifact

{2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery.

[sidebar]

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## Unlicensed Hearse

②

Artifact -- Vehicle

{T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2

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[sidebar]
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**\* / \***

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