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| <b>Bloodthirsty Adversary</b> ①Ⓜ<br>Creature -- Vampire<br>Haste<br>When this creature enters, you may pay {2}{R} any number of times. When you pay this cost one or more times, put that many +1/+1 counters on this creature, then exile up to that many target instant and/or sorcery cards with mana value 3 or less from your graveyard and copy them. You may cast any number of the copies without paying their mana costs.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Bloodthirsty Adversary</b> ①Ⓜ<br>Creature -- Vampire<br>Haste<br>When this creature enters, you may pay {2}{R} any number of times. When you pay this cost one or more times, put that many +1/+1 counters on this creature, then exile up to that many target instant and/or sorcery cards with mana value 3 or less from your graveyard and copy them. You may cast any number of the copies without paying their mana costs.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Bloodthirsty Adversary</b> ①Ⓜ<br>Creature -- Vampire<br>Haste<br>When this creature enters, you may pay {2}{R} any number of times. When you pay this cost one or more times, put that many +1/+1 counters on this creature, then exile up to that many target instant and/or sorcery cards with mana value 3 or less from your graveyard and copy them. You may cast any number of the copies without paying their mana costs.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Bloodthirsty Adversary</b> ①Ⓜ<br>Creature -- Vampire<br>Haste<br>When this creature enters, you may pay {2}{R} any number of times. When you pay this cost one or more times, put that many +1/+1 counters on this creature, then exile up to that many target instant and/or sorcery cards with mana value 3 or less from your graveyard and copy them. You may cast any number of the copies without paying their mana costs.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Charming Scoundrel</b> ①Ⓜ<br>Creature -- Human Rogue<br>Haste<br>When this creature enters, choose one --<br>* Discard a card, then draw a card.<br>* Create a Treasure token.<br>* Create a Wicked Role token attached to target creature you control.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                         | <b>Charming Scoundrel</b> ①Ⓜ<br>Creature -- Human Rogue<br>Haste<br>When this creature enters, choose one --<br>* Discard a card, then draw a card.<br>* Create a Treasure token.<br>* Create a Wicked Role token attached to target creature you control.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                         | <b>Charming Scoundrel</b> ①Ⓜ<br>Creature -- Human Rogue<br>Haste<br>When this creature enters, choose one --<br>* Discard a card, then draw a card.<br>* Create a Treasure token.<br>* Create a Wicked Role token attached to target creature you control.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                         | <b>Charming Scoundrel</b> ①Ⓜ<br>Creature -- Human Rogue<br>Haste<br>When this creature enters, choose one --<br>* Discard a card, then draw a card.<br>* Create a Treasure token.<br>* Create a Wicked Role token attached to target creature you control.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                         |

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| <b>Feldon, Ronom Excavator</b> ①Ⓡ<br><hr/> Legendary Creature -- Human Artificer<br><hr/> Haste<br>Feldon can't block.<br>Whenever Feldon is dealt damage, exile that many cards from the top of your library. Choose one of them. Until the end of your next turn, you may play that card.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                | <b>Feldon, Ronom Excavator</b> ①Ⓡ<br><hr/> Legendary Creature -- Human Artificer<br><hr/> Haste<br>Feldon can't block.<br>Whenever Feldon is dealt damage, exile that many cards from the top of your library. Choose one of them. Until the end of your next turn, you may play that card.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                | <b>Goddric, Cloaked Reveler</b> ①ⓇⓇ<br><hr/> Legendary Creature -- Human Noble<br><hr/> Haste<br>Celebration -- As long as two or more nonland permanents entered the battlefield under your control this turn, Goddric is a Dragon with base power and toughness 4/4, flying, and "{R}: Dragons you control get +1/+0 until end of turn." (It loses all other creature types.)<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                            | <b>Goddric, Cloaked Reveler</b> ①ⓇⓇ<br><hr/> Legendary Creature -- Human Noble<br><hr/> Haste<br>Celebration -- As long as two or more nonland permanents entered the battlefield under your control this turn, Goddric is a Dragon with base power and toughness 4/4, flying, and "{R}: Dragons you control get +1/+0 until end of turn." (It loses all other creature types.)<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                            |
| <b>Kumano Faces Kakkazan</b> Ⓡ<br><hr/> Enchantment -- Saga<br><hr/> (As this Saga enters and after your draw step, add a lore counter.)<br>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.<br>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.<br>III -- Exile this Saga, then return it to the battlefield transformed under your control.<br><div>----- BACK FACE -----</div> <b>Etching of Kumano</b><br><hr/> Enchantment Creature -- Human Shaman<br><hr/> Haste<br>If a creature dealt damage this turn by a source you controlled would die, exile it instead.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Kumano Faces Kakkazan</b> Ⓡ<br><hr/> Enchantment -- Saga<br><hr/> (As this Saga enters and after your draw step, add a lore counter.)<br>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.<br>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.<br>III -- Exile this Saga, then return it to the battlefield transformed under your control.<br><div>----- BACK FACE -----</div> <b>Etching of Kumano</b><br><hr/> Enchantment Creature -- Human Shaman<br><hr/> Haste<br>If a creature dealt damage this turn by a source you controlled would die, exile it instead.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Kumano Faces Kakkazan</b> Ⓡ<br><hr/> Enchantment -- Saga<br><hr/> (As this Saga enters and after your draw step, add a lore counter.)<br>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.<br>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.<br>III -- Exile this Saga, then return it to the battlefield transformed under your control.<br><div>----- BACK FACE -----</div> <b>Etching of Kumano</b><br><hr/> Enchantment Creature -- Human Shaman<br><hr/> Haste<br>If a creature dealt damage this turn by a source you controlled would die, exile it instead.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Kumano Faces Kakkazan</b> Ⓡ<br><hr/> Enchantment -- Saga<br><hr/> (As this Saga enters and after your draw step, add a lore counter.)<br>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.<br>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.<br>III -- Exile this Saga, then return it to the battlefield transformed under your control.<br><div>----- BACK FACE -----</div> <b>Etching of Kumano</b><br><hr/> Enchantment Creature -- Human Shaman<br><hr/> Haste<br>If a creature dealt damage this turn by a source you controlled would die, exile it instead.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <div><div><div>Lightning Strike</div><div>①R</div></div><div>Instant</div><div>Lightning Strike deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                      | <div><div><div>Lightning Strike</div><div>①R</div></div><div>Instant</div><div>Lightning Strike deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                      | <div><div><div>Lightning Strike</div><div>①R</div></div><div>Instant</div><div>Lightning Strike deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                      | <div><div><div>Mirrex</div></div><div>Land -- Sphere</div><div>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Activate only if this land entered this turn.<br/>{3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Mishra's Foundry</div></div><div>Land</div><div>{T}: Add {C}.<br/>{2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.<br/>{1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mishra's Foundry</div></div><div>Land</div><div>{T}: Add {C}.<br/>{2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.<br/>{1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mishra's Foundry</div></div><div>Land</div><div>{T}: Add {C}.<br/>{2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.<br/>{1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Monastery Swiftspear</div><div>R</div></div><div>Creature -- Human Monk</div><div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                    |

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| <div>Monastery Swiftspear</div> <div>Ⓜ</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Monastery Swiftspear</div> <div>Ⓜ</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Monastery Swiftspear</div> <div>Ⓜ</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                          | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                          | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  |
| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Obliterating Bolt</div><div>Sorcery</div><div>Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Obliterating Bolt</div><div>Sorcery</div><div>Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Play with Fire</div><div>Instant</div><div>Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Play with Fire</div><div>R</div></div><div>Instant</div><div>Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Play with Fire</div><div>R</div></div><div>Instant</div><div>Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><div><div>Scorching Shot</div><div>R</div><div>R</div></div><div>Sorcery</div><div>Scorching Shot deals 5 damage to target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                   | <div><div><div>Scorching Shot</div><div>R</div><div>R</div></div><div>Sorcery</div><div>Scorching Shot deals 5 damage to target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                   |
| <div><div><div>Scorching Shot</div><div>R</div><div>R</div></div><div>Sorcery</div><div>Scorching Shot deals 5 damage to target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                           | <div><div><div>Sokenzan, Crucible of Defiance</div></div><div>Legendary Land</div><div>{T}: Add {R}. Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. 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><div>Urabrask's Forge</div><div>2</div><div>R</div></div><div>Artifact</div><div>At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Urabrask's Forge</div><div>2</div><div>R</div></div><div>Artifact</div><div>At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Urabrask's Forge

Artifact

At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.

## Urabrask's Forge

Artifact

At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.

## Witchstalker Frenzy

Instant

This spell costs {1} less to cast for each creature that attacked this turn.  
Witchstalker Frenzy deals 5 damage to target creature.

## Witchstalker Frenzy

Instant

This spell costs {1} less to cast  
for each creature that attacked this  
turn.  
Witchstalker Frenzy deals 5 damage  
to target creature.

## Cemetery Gatekeeper

Creature -- Vampire

First strike  
When this creature enters, exile a card from a graveyard.  
Whenever a player plays a land or casts a spell, if it shares a card type with the exiled card, this creature deals 2 damage to that player.

[sidebar]

**2/1**

## Cemetery Gatekeeper

Creature -- Vampire

First strike  
When this creature enters, exile a card from a graveyard.  
Whenever a player plays a land or casts a spell, if it shares a card type with the exiled card, this creature deals 2 damage to that player.

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[sidebar]
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2/1

## Cemetery Gatekeeper

Creature -- Vampire

First strike  
When this creature enters, exile a card from a graveyard.  
Whenever a player plays a land or casts a spell, if it shares a card type with the exiled card, this creature deals 2 damage to that player.

[sidebar]

2/1

Koth, Fire of Resistance (2)(R)(R)

Legendary Planeswalker -- Koth

```
[+2]: Search your library for a
basic Mountain card, reveal it, put
it into your hand, then shuffle.
[-3]: Koth deals damage to target
creature equal to the number of
Mountains you control.
[-7]: You get an emblem with
"Whenever a Mountain you control
enters, this emblem deals 4 damage
to any target."
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[sideboard]

L 4

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| <b>Koth, Fire of Resistance</b> (2)(R)(R)<br>Legendary Planeswalker -- Koth<br>[+2]: Search your library for a basic Mountain card, reveal it, put it into your hand, then shuffle.<br>[-3]: Koth deals damage to target creature equal to the number of Mountains you control.<br>[-7]: You get an emblem with "Whenever a Mountain you control enters, this emblem deals 4 damage to any target."<br>[sideboard]<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Koth, Fire of Resistance</b> (2)(R)(R)<br>Legendary Planeswalker -- Koth<br>[+2]: Search your library for a basic Mountain card, reveal it, put it into your hand, then shuffle.<br>[-3]: Koth deals damage to target creature equal to the number of Mountains you control.<br>[-7]: You get an emblem with "Whenever a Mountain you control enters, this emblem deals 4 damage to any target."<br>[sideboard]<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Lithomantic Barrage</b> (R)<br>Sorcery<br>This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                     | <b>Lithomantic Barrage</b> (R)<br>Sorcery<br>This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                     |
| <b>Twisted Fealty</b> (2)(R)<br>Sorcery<br>Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.<br>Create a Wicked Role token attached to up to one target creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                | <b>Twisted Fealty</b> (2)(R)<br>Sorcery<br>Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.<br>Create a Wicked Role token attached to up to one target creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                | <b>Unlicensed Hearse</b> (2)<br>Artifact -- Vehicle<br>{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<br>[sideboard]<br><div>*/*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Unlicensed Hearse</b> (2)<br>Artifact -- Vehicle<br>{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<br>[sideboard]<br><div>*/*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div>Vampires' Vengeance (2)(R)</div><div>Instant</div><div>Vampires' Vengeance deals 2 damage to each non-Vampire creature. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div> | <div><div>Vampires' Vengeance (2)(R)</div><div>Instant</div><div>Vampires' Vengeance deals 2 damage to each non-Vampire creature. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div> | <div><div>Vampires' Vengeance (2)(R)</div><div>Instant</div><div>Vampires' Vengeance deals 2 damage to each non-Vampire creature. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div> |  |
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