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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.<br/>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>Bitter Triumph (1)(B)</div> <div>Instant</div> <div>As an additional cost to cast this spell, discard a card or pay 3 life.<br/>Destroy target creature or planeswalker.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Bitter Triumph (1)(B)</div> <div>Instant</div> <div>As an additional cost to cast this spell, discard a card or pay 3 life.<br/>Destroy target creature or planeswalker.</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.<br/>{T}: Add {B} or {R}.</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.<br/>{T}: Add {B} or {R}.</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.<br/>{T}: Add {B} or {R}.</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.<br/>{T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                              | <div>Blightstep Pathway</div> <div>Land</div> <div>{T}: Add {B}.</div> <div>----- BACK FACE -----</div> <div>Searstep Pathway</div> <div>Land</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div><div><div><div></div><div><b>Blightstep Pathway</b></div></div><div><div>Land</div><div>{T}: Add {B}.</div></div></div><div><div></div><div></div></div><div><div><div><div></div><div><b>Searstep Pathway</b></div></div><div><div>Land</div><div>{T}: Add {R}.</div></div></div><div><div></div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Blightstep Pathway</b></div></div><div><div>Land</div><div>{T}: Add {B}.</div></div></div><div><div></div><div></div></div><div><div><div><div></div><div><b>Searstep Pathway</b></div></div><div><div>Land</div><div>{T}: Add {R}.</div></div></div><div><div></div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Blightstep Pathway</b></div></div><div><div>Land</div><div>{T}: Add {B}.</div></div></div><div><div></div><div></div></div><div><div><div><div></div><div><b>Searstep Pathway</b></div></div><div><div>Land</div><div>{T}: Add {R}.</div></div></div><div><div></div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Blood Crypt</b></div></div><div><div>Land -- Swamp Mountain</div><div>(<b>{T}</b>): Add <b>{B}</b> or <b>{R}</b>.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div><div><div></div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                                                                                                                                                                                                                                                      |
| <div><div><div><div><div><div></div><div><b>Blood Crypt</b></div></div><div><div>Land -- Swamp Mountain</div><div>(<b>{T}</b>): Add <b>{B}</b> or <b>{R}</b>.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div><div><div></div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                                           | <div><div><div><div><div><div></div><div><b>Blood Crypt</b></div></div><div><div>Land -- Swamp Mountain</div><div>(<b>{T}</b>): Add <b>{B}</b> or <b>{R}</b>.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div><div><div></div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                                           | <div><div><div><div><div><div></div><div><b>Blood Crypt</b></div></div><div><div>Land -- Swamp Mountain</div><div>(<b>{T}</b>): Add <b>{B}</b> or <b>{R}</b>.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div><div><div></div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                                           | <div><div><div><div><div><div></div><div><b>Bloodtithe Harvester</b> <b>(B)(R)</b></div></div><div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "<b>{1}</b>, <b>{T}</b>, Discard a card, Sacrifice this token: Draw a card.")<br/><b>{T}</b>, 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.</div></div></div><div><div></div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div><div><div>3/2</div></div></div></div> |

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| <b>Bloodtithe Harvester</b> (B)(R)<br>Creature -- Vampire<br>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")<br>{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.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Bloodtithe Harvester</b> (B)(R)<br>Creature -- Vampire<br>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")<br>{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.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Bloodtithe Harvester</b> (B)(R)<br>Creature -- Vampire<br>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")<br>{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.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Blot Out</b> (2)(B)<br>Instant<br>Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Duress</b> (B)<br>Sorcery<br>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                      | <b>Dusk Legion Zealot</b> (1)(B)<br>Creature -- Vampire Soldier<br>When this creature enters, you draw a card and you lose 1 life.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                       | <b>Dusk Legion Zealot</b> (1)(B)<br>Creature -- Vampire Soldier<br>When this creature enters, you draw a card and you lose 1 life.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                       | <b>Dusk Legion Zealot</b> (1)(B)<br>Creature -- Vampire Soldier<br>When this creature enters, you draw a card and you lose 1 life.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                |

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| <div><div>Fable of the Mirror-Breaker 2R</div><div>Enchantment -- Saga</div><div>(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.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div></div> | <div><div>Fable of the Mirror-Breaker 2R</div><div>Enchantment -- Saga</div><div>(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.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div></div> | <div><div>Fable of the Mirror-Breaker 2R</div><div>Enchantment -- Saga</div><div>(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.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div></div> | <div><div>Fable of the Mirror-Breaker 2R</div><div>Enchantment -- Saga</div><div>(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.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div></div> |
| <div><div>Fatal Push B</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 PLAY    botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | <div><div>Fatal Push B</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 PLAY    botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | <div><div>Fatal Push B</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 PLAY    botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | <div><div>Fatal Push B</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 PLAY    botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |

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| <div><div><div>Hive of the Eye Tyrant</div><div>Land</div><div>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {B}.<br/>{3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hive of the Eye Tyrant</div><div>Land</div><div>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {B}.<br/>{3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Kroxa, Titan of Death's Hunger</div><div>Legendary Creature -- Elder Giant</div><div>When Kroxa enters, sacrifice it unless it escaped.<br/>Whenever Kroxa enters or attacks, each opponent discards a card, then each opponent who didn't discard a nonland card this way loses 3 life.<br/>Escape--{B}{B}{R}{R}, Exile five other cards from your graveyard.<br/>(You may cast this card from your graveyard for its escape cost.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T} : Add {R} . )</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                         |
| <div><div><div>Mutavault</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                             | <div><div><div>Mutavault</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                             | <div><div><div>Mutavault</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                      | <div><div><div>Mutavault</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



## 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

**Takenuma, Abandoned Mire**

Legendary Land

{T}: Add {B}.  
Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.

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**B**

## 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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**B**

## 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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ⓑ

## Sorcery

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**

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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| <b>Vein Ripper</b> (3)(B)(B)(B)<br>Creature -- Vampire Assassin<br>Flying<br>Ward--Sacrifice a creature.<br>Whenever a creature dies, target opponent loses 2 life and you gain 2 life.<br>6/5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev  | <b>Vein Ripper</b> (3)(B)(B)(B)<br>Creature -- Vampire Assassin<br>Flying<br>Ward--Sacrifice a creature.<br>Whenever a creature dies, target opponent loses 2 life and you gain 2 life.<br>6/5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                   | <b>Vein Ripper</b> (3)(B)(B)(B)<br>Creature -- Vampire Assassin<br>Flying<br>Ward--Sacrifice a creature.<br>Whenever a creature dies, target opponent loses 2 life and you gain 2 life.<br>6/5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Vein Ripper</b> (3)(B)(B)(B)<br>Creature -- Vampire Assassin<br>Flying<br>Ward--Sacrifice a creature.<br>Whenever a creature dies, target opponent loses 2 life and you gain 2 life.<br>6/5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Blot Out</b> (2)(B)<br>Instant<br>Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Damping Sphere</b> (2)<br>Artifact<br>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Extinction Event</b> (3)(B)<br>Sorcery<br>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                     | <b>Grafdigger's Cage</b> (1)<br>Artifact<br>Creature cards in graveyards and libraries can't enter the battlefield.<br>Players can't cast spells from graveyards or libraries.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev  |

①

Creature cards in graveyards and libraries can't enter the battlefield.  
Players can't cast spells from graveyards or libraries.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

① ②

Choose one --

- \* Destroy target creature with no counters on it.
- \* Remove up to three counters from target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

① ②

Menace (This creature can't be blocked except by two or more creatures.)  
Your opponents can't gain life.  
{1}{B}: This creature gets +1/+1 until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

1 B

Menace (This creature can't be blocked except by two or more creatures.)  
Your opponents can't gain life.  
{1}{B}: This creature gets +1/+1 until end of turn.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

① B B

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[+1]: Each player discards a card.
[-2]: Target player sacrifices a creature.
[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.
```

**L 3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

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[+1]: Each player discards a card.
[-2]: Target player sacrifices a creature.
[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.
```

**L 3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

This Vehicle enters with three charge counters on it.

{2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater."

Crew 3

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

This Vehicle enters with three charge counters on it.  
{2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater."  
Crew 3

4/4

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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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