

## Bleachbone Verge

Land

{T}: Add {B}.  
{T}: Add {W}. Activate only if you control a Plains or a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Brushland

Land

{T}: Add {C}.  
{T}: Add {G} or {W}. This land deals  
1 damage to you.

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## Cavern of Souls

Land

As this land enters, choose a creature type.  
{T}: Add {C}.  
{T}: Add one mana of any color.  
Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

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**Dredger's Insight** 1 G

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Enchantment

Whenever one or more artifact and/or creature cards leave your graveyard, you gain 1 life.

When this enchantment enters, mill four cards. You may put an artifact, creature, or land card from among the milled cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.)

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① ②

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① ② W

Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

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{T}: Add {G}.  
{T}: Add {W}. Activate only if you control a Forest or a Plains.

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## Hushwood Verge

Land

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## Hushwood Verge

Land

{T}: Add {G}.  
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lush Portico

Land - - Forest Plains

([T]: Add [G] or [W].)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

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## Lush Portico

Land -- Forest Plains

(T): Add {G} or {W}.)  
This land enters tapped.  
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## Overlord of the Balemurk (3)(B)(B)

Enchantment Creature -- Avatar Horror

Impending 5--{{B}} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)

Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.

5/5

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| <p><b>Overlord of the Balemurk</b> 3B3</p> <hr/> <p>Enchantment Creature -- Avatar Horror</p> <hr/> <p>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</p> <div>5/5</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Overlord of the Hauntwoods</b> 3G3</p> <hr/> <p>Enchantment Creature -- Avatar Horror</p> <hr/> <p>Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type.</p> <div>6/5</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Overlord of the Hauntwoods</b> 3G3</p> <hr/> <p>Enchantment Creature -- Avatar Horror</p> <hr/> <p>Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type.</p> <div>6/5</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Overlord of the Hauntwoods</b> 3G3</p> <hr/> <p>Enchantment Creature -- Avatar Horror</p> <hr/> <p>Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type.</p> <div>6/5</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Overlord of the Mistmoors</b> 5WW</p> <hr/> <p>Enchantment Creature -- Avatar Horror</p> <hr/> <p>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</p> <div>6/6</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                             | <p><b>Overlord of the Mistmoors</b> 5WW</p> <hr/> <p>Enchantment Creature -- Avatar Horror</p> <hr/> <p>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</p> <div>6/6</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                              | <p><b>Overlord of the Mistmoors</b> 5WW</p> <hr/> <p>Enchantment Creature -- Avatar Horror</p> <hr/> <p>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</p> <div>6/6</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                              | <p><b>Plains</b></p> <hr/> <p>Basic Land -- Plains</p> <hr/> <p>( {T} : Add {W} . )</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                                                                                                                                                        |

## Plains

Basic Land -- Plains

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

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## Shadowy Backstreet

Land -- Plains Swamp

({T}: Add {W} or {B}.)  
 This land enters tapped.  
 When this land enters, surveil 1.  
 (Look at the top card of your  
 library. You may put it into your  
 graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Summon: Bahamut**

Enchantment Creature -- Saga Dragon

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)  
I, II -- Destroy up to one target nonland permanent.  
III -- Draw two cards.  
IV -- Mega Flare -- This creature deals damage equal to the total mana value of other permanents you control to each opponent.  
Flying

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**Summon: Fenrir**

Enchantment Creature -- Saga Wolf

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I -- Crescent Fang -- Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

II -- Heavenward Howl -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.

III -- Ecliptic Growl -- Draw a card if you control the creature with the greatest power or tied for the greatest power.

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III -- Ecliptic Grawl -- Draw a card if you control the creature with the greatest power or tied for the greatest power.

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III -- Ecliptic Grawl -- Draw a card if you control the creature with the greatest power or tied for the greatest power.

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## Summon: Primal Odin (4)(B)(B)

Enchantment Creature -- Saga Knight

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I -- Gungnir -- Destroy target creature an opponent controls.

II -- Zantetsuken -- This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III -- Hall of Sorrow -- Draw two cards. Each player loses 2 life.

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| <p><b>Summon: Titan</b> (3)(G)(G)</p> <p>Enchantment Creature -- Saga Giant</p> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/> I -- Mill five cards.<br/> II -- Return all land cards from your graveyard to the battlefield tapped.<br/> III -- Until end of turn, another target creature you control gains trample and gets +X/+X, where X is the number of lands you control.<br/> Reach, trample</p> <p>7/7</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Swamp</b></p> <p>Basic Land -- Swamp</p> <p>([T]): Add [B].)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                   | <p><b>Swamp</b></p> <p>Basic Land -- Swamp</p> <p>([T]): Add [B].)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                 | <p><b>Temporary Lockdown</b> (1)(W)(W)</p> <p>Enchantment</p> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                       |
| <p><b>Temporary Lockdown</b> (1)(W)(W)</p> <p>Enchantment</p> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                               | <p><b>Temporary Lockdown</b> (1)(W)(W)</p> <p>Enchantment</p> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Tranquil Frillback</b> (2)(G)</p> <p>Creature -- Dinosaur</p> <p>When this creature enters, you may pay [G] up to three times. When you pay this cost one or more times, choose up to that many --<br/> * Destroy target artifact or enchantment.<br/> * Exile target player's graveyard.<br/> * You gain 4 life.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Underground Mortuary</b></p> <p>Land -- Swamp Forest</p> <p>([T]): Add [B] or [G].)<br/> This land enters tapped.<br/> When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div><div><div>Underground Mortuary</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Virtue of Persistence 5BB</div><div>Enchantment</div><div>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</div></div></div> <div><div>----- ADVENTURE -----</div><div><div>Loathwain Scorn 1B</div><div>Sorcery -- Adventure</div><div>Target creature gets -3/-3 until end of turn. You gain 2 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Virtue of Persistence 5BB</div><div>Enchantment</div><div>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</div></div></div> <div><div>----- ADVENTURE -----</div><div><div>Loathwain Scorn 1B</div><div>Sorcery -- Adventure</div><div>Target creature gets -3/-3 until end of turn. You gain 2 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Virtue of Persistence 5BB</div><div>Enchantment</div><div>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</div></div></div> <div><div>----- ADVENTURE -----</div><div><div>Loathwain Scorn 1B</div><div>Sorcery -- Adventure</div><div>Target creature gets -3/-3 until end of turn. You gain 2 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Wastewood Verge</div><div>Land</div><div>{T}: Add {G}.<br/>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                             | <div><div><div>Wastewood Verge</div><div>Land</div><div>{T}: Add {G}.<br/>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                | <div><div><div>Wastewood Verge</div><div>Land</div><div>{T}: Add {G}.<br/>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                | <div><div><div>Wastewood Verge</div><div>Land</div><div>{T}: Add {G}.<br/>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                |

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| <p><b>Yuna, Hope of Spira</b> ③⑥⑦</p> <p>Legendary Creature -- Human Cleric</p> <p>During your turn, Yuna and enchantment creatures you control have trample, lifelink, and ward {2}.</p> <p>At the beginning of your end step, return up to one target enchantment card from your graveyard to the battlefield with a finality counter on it. (If a permanent with a finality counter on it would be put into a graveyard from the battlefield, exile it instead.)</p> <p>3/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Yuna, Hope of Spira</b> ③⑥⑦</p> <p>Legendary Creature -- Human Cleric</p> <p>During your turn, Yuna and enchantment creatures you control have trample, lifelink, and ward {2}.</p> <p>At the beginning of your end step, return up to one target enchantment card from your graveyard to the battlefield with a finality counter on it. (If a permanent with a finality counter on it would be put into a graveyard from the battlefield, exile it instead.)</p> <p>3/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Yuna, Hope of Spira</b> ③⑥⑦</p> <p>Legendary Creature -- Human Cleric</p> <p>During your turn, Yuna and enchantment creatures you control have trample, lifelink, and ward {2}.</p> <p>At the beginning of your end step, return up to one target enchantment card from your graveyard to the battlefield with a finality counter on it. (If a permanent with a finality counter on it would be put into a graveyard from the battlefield, exile it instead.)</p> <p>3/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Yuna, Hope of Spira</b> ③⑥⑦</p> <p>Legendary Creature -- Human Cleric</p> <p>During your turn, Yuna and enchantment creatures you control have trample, lifelink, and ward {2}.</p> <p>At the beginning of your end step, return up to one target enchantment card from your graveyard to the battlefield with a finality counter on it. (If a permanent with a finality counter on it would be put into a graveyard from the battlefield, exile it instead.)</p> <p>3/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Beza, the Bounding Spring</b> ②⑦⑦</p> <p>Legendary Creature -- Elemental Elk</p> <p>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.</p> <p>[sideboard]</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                    | <p><b>Beza, the Bounding Spring</b> ②⑦⑦</p> <p>Legendary Creature -- Elemental Elk</p> <p>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.</p> <p>[sideboard]</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                    | <p><b>Cut Down</b> ⑧</p> <p>Instant</p> <p>Destroy target creature with total power and toughness 5 or less.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                                                                                                | <p><b>Cut Down</b> ⑧</p> <p>Instant</p> <p>Destroy target creature with total power and toughness 5 or less.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                                                                                                |

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| <b>Deadly Cover-Up</b> (3)(B)(B)<br>Sorcery<br><p>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Duress</b> (B)<br>Sorcery<br><p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                   | <b>Duress</b> (B)<br>Sorcery<br><p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                      | <b>Ghost Vacuum</b> (1)<br>Artifact<br><p>{T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <b>Ghost Vacuum</b> (1)<br>Artifact<br><p>{T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                | <b>Ghost Vacuum</b> (1)<br>Artifact<br><p>{T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>High Noon</b> (1)(W)<br>Enchantment<br><p>Each player can't cast more than one spell each turn.<br/>{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>High Noon</b> (1)(W)<br>Enchantment<br><p>Each player can't cast more than one spell each turn.<br/>{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                              |

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| <div> <b>Summon: Knights of Round</b> <span>6</span> <span>W</span> <span>W</span> </div> <div>           Enchantment Creature -- Saga Knight         </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after V.)</p> <p>I, II, III, IV -- Create three 2/2 white Knight creature tokens.</p> <p>V -- Ultimate End -- Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.</p> <p>Indestructible</p> <p>[sideboard]</p> <div>3/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Tear Asunder</b> <span>1</span> <span>6</span> </div> <div>           Instant         </div> <div> <p>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)</p> <p>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</p> <p>[sideboard]</p> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Tear Asunder</b> <span>1</span> <span>6</span> </div> <div>           Instant         </div> <div> <p>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)</p> <p>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</p> <p>[sideboard]</p> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |  |
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