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| <div><div><div>Bitter Triumph</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Bitter Triumph</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Bitter Triumph</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Bleachbone Verge</div></div><div><div>Land</div><div>{T}: Add {B}.<br/>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                           |
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Dredger's Insight ① ⑥

## 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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**Dredger's Insight** 1 G

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Esika's Chariot** (3)(G)

Legendary Artifact -- Vehicle

When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control.

Crew 4

4/4

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - McBride, Connor - Pioneer (TheGathering.gg Pioneer \$1K)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 2/10 - 8 cards - 2.5 x 3.5 in each

## Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

## Godless Shrine

Land -- Plains Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

## Godless Shrine

Land -- Plains Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

## Greasefang, Okiba Boss ①②③

Legendary Creature -- Rat Pilot

At the beginning of combat on your turn, return target Vehicle card from your graveyard to the battlefield. It gains haste. Return it to its owner's hand at the beginning of your next end step.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

**Honest Rutstein** (1)(B)(G)

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Legendary Creature -- Human Warlock

When Honest Rutstein enters, return target creature card from your graveyard to your hand.  
Creature spells you cast cost {1} less to cast.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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| <div> <b>Knight of Autumn</b> <div> <div>1</div> <div>G</div> <div>W</div> </div> </div> <div>           Creature -- Dryad Knight         </div> <div> <p>When this creature enters, choose one --</p> <ul style="list-style-type: none"> <li>* Put two +1/+1 counters on this creature.</li> <li>* Destroy target artifact or enchantment.</li> <li>* You gain 4 life.</li> </ul> </div> <div> <div>2/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                     | <div> <b>Overgrown Tomb</b> </div> <div>           Land -- Swamp Forest         </div> <div> <p>{T}: Add {B} or {G}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                 | <div> <b>Overgrown Tomb</b> </div> <div>           Land -- Swamp Forest         </div> <div> <p>{T}: Add {B} or {G}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                 | <div> <b>Overgrown Tomb</b> </div> <div>           Land -- Swamp Forest         </div> <div> <p>{T}: Add {B} or {G}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                         |
| <div> <b>Overlord of the Balemurk</b> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div>           Enchantment Creature -- Avatar Horror         </div> <div> <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> <div> <div>5/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Overlord of the Balemurk</b> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div>           Enchantment Creature -- Avatar Horror         </div> <div> <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> <div> <div>5/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Overlord of the Balemurk</b> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div>           Enchantment Creature -- Avatar Horror         </div> <div> <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> <div> <div>5/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Parhelion II</b> <div> <div>6</div> <div>W</div> <div>W</div> </div> </div> <div>           Legendary Artifact -- Vehicle         </div> <div> <p>Flying, first strike, vigilance</p> <p>Whenever Parhelion II attacks, create two 4/4 white Angel creature tokens with flying and vigilance that are attacking.</p> <p>Crew 4 (Tap any number of creatures you control with total power 4 or more: This Vehicle becomes an artifact creature until end of turn.)</p> </div> <div> <div>5/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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| <b>Parhelion II</b> (6)(W)(W)<br>Legendary Artifact -- Vehicle<br>Flying, first strike, vigilance<br>Whenever Parhelion II attacks, create two 4/4 white Angel creature tokens with flying and vigilance that are attacking.<br>Crew 4 (Tap any number of creatures you control with total power 4 or more: This Vehicle becomes an artifact creature until end of turn.)<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Parhelion II</b> (6)(W)(W)<br>Legendary Artifact -- Vehicle<br>Flying, first strike, vigilance<br>Whenever Parhelion II attacks, create two 4/4 white Angel creature tokens with flying and vigilance that are attacking.<br>Crew 4 (Tap any number of creatures you control with total power 4 or more: This Vehicle becomes an artifact creature until end of turn.)<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Plains</b><br>Basic Land -- Plains<br>({T}: Add {W}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                           | <b>Raffine's Informant</b> (1)(W)<br>Creature -- Human Wizard<br>When this creature enters, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Raffine's Informant</b> (1)(W)<br>Creature -- Human Wizard<br>When this creature enters, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                       | <b>Raffine's Informant</b> (1)(W)<br>Creature -- Human Wizard<br>When this creature enters, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                       | <b>Raffine's Informant</b> (1)(W)<br>Creature -- Human Wizard<br>When this creature enters, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Starting Town</b><br>Land -- Town<br>This land enters tapped unless it's your first, second, or third turn of the game.<br>{T}: Add {C}.<br>{T}, Pay 1 life: Add one mana of any color.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                         |

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| <div><div>Starting Town</div><div>Land -- Town</div><div><p>This land enters tapped unless it's your first, second, or third turn of the game.</p><p>{T}: Add {C}.</p><p>{T}, Pay 1 life: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Starting Town</div><div>Land -- Town</div><div><p>This land enters tapped unless it's your first, second, or third turn of the game.</p><p>{T}: Add {C}.</p><p>{T}, Pay 1 life: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><p>{T}: Add {B}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                  | <div><div>Takenuma, Abandoned Mire</div><div>Legendary Land</div><div><p>{T}: Add {B}.</p><p>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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Temple Garden</div><div>Land -- Forest Plains</div><div><p>{T}: Add {G} or {W}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                            | <div><div>Temple Garden</div><div>Land -- Forest Plains</div><div><p>{T}: Add {G} or {W}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                            | <div><div>Temple Garden</div><div>Land -- Forest Plains</div><div><p>{T}: Add {G} or {W}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Temple Garden</div><div>Land -- Forest Plains</div><div><p>{T}: Add {G} or {W}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                           |

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| <b>Thundering Broodwagon</b> (2)(B)(B)(G)(G)<br><hr/> Artifact -- Vehicle<br><hr/> Reach, menace<br>When this Vehicle enters, destroy target nonland permanent an opponent controls with mana value 4 or less.<br>Crew 3<br>Cycling {2} ({2}, Discard this card: Draw a card.)<br><div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Thundering Broodwagon</b> (2)(B)(B)(G)(G)<br><hr/> Artifact -- Vehicle<br><hr/> Reach, menace<br>When this Vehicle enters, destroy target nonland permanent an opponent controls with mana value 4 or less.<br>Crew 3<br>Cycling {2} ({2}, Discard this card: Draw a card.)<br><div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Wastewood Verge</b><br><hr/> Land<br><hr/> {T}: Add {G}.<br>{T}: Add {B}. Activate only if you control a Swamp or a Forest.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                        | <b>Wastewood Verge</b><br><hr/> Land<br><hr/> {T}: Add {G}.<br>{T}: Add {B}. Activate only if you control a Swamp or a Forest.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                        |
| <b>Wastewood Verge</b><br><hr/> Land<br><hr/> {T}: Add {G}.<br>{T}: Add {B}. Activate only if you control a Swamp or a Forest.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                | <b>Wastewood Verge</b><br><hr/> Land<br><hr/> {T}: Add {G}.<br>{T}: Add {B}. Activate only if you control a Swamp or a Forest.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                | <b>Witherbloom Command</b> (B)(G)<br><hr/> Sorcery<br><hr/> Choose two --<br>* Target player mills three cards, then you return a land card from your graveyard to your hand.<br>* Destroy target noncreature, nonland permanent with mana value 2 or less.<br>* Target creature gets -3/-1 until end of turn.<br>* Target opponent loses 2 life and you gain 2 life.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Witherbloom Command</b> (B)(G)<br><hr/> Sorcery<br><hr/> Choose two --<br>* Target player mills three cards, then you return a land card from your graveyard to your hand.<br>* Destroy target noncreature, nonland permanent with mana value 2 or less.<br>* Target creature gets -3/-1 until end of turn.<br>* Target opponent loses 2 life and you gain 2 life.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <b>Witherbloom Command</b> <span>(B)(G)</span> </div> <hr/> <div>Sorcery</div> <hr/> <p>Choose two --</p> <ul style="list-style-type: none"> <li>* Target player mills three cards, then you return a land card from your graveyard to your hand.</li> <li>* Destroy target noncreature, nonland permanent with mana value 2 or less.</li> <li>* Target creature gets -3/-1 until end of turn.</li> <li>* Target opponent loses 2 life and you gain 2 life.</li> </ul> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div> | <div> <b>Yathan Roadwatcher</b> <span>(1)(W)(B)(G)</span> </div> <hr/> <div>Creature -- Human Scout</div> <hr/> <p>When this creature enters, if you cast it, mill four cards. When you do, return target creature card with mana value 3 or less from your graveyard to the battlefield.</p> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div>        | <div> <b>Yathan Roadwatcher</b> <span>(1)(W)(B)(G)</span> </div> <hr/> <div>Creature -- Human Scout</div> <hr/> <p>When this creature enters, if you cast it, mill four cards. When you do, return target creature card with mana value 3 or less from your graveyard to the battlefield.</p> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div>        | <div> <b>Yathan Roadwatcher</b> <span>(1)(W)(B)(G)</span> </div> <hr/> <div>Creature -- Human Scout</div> <hr/> <p>When this creature enters, if you cast it, mill four cards. When you do, return target creature card with mana value 3 or less from your graveyard to the battlefield.</p> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div>        |
| <div> <b>Damping Sphere</b> <span>(2)</span> </div> <hr/> <div>Artifact</div> <hr/> <p>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.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div>                                                                                                                                                                         | <div> <b>Damping Sphere</b> <span>(2)</span> </div> <hr/> <div>Artifact</div> <hr/> <p>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.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div> | <div> <b>Damping Sphere</b> <span>(2)</span> </div> <hr/> <div>Artifact</div> <hr/> <p>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.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div> | <div> <b>Damping Sphere</b> <span>(2)</span> </div> <hr/> <div>Artifact</div> <hr/> <p>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.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div> |

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| <div><div>Fatal Push</div><div>B</div></div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fatal Push</div><div>B</div></div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fatal Push</div><div>B</div></div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fatal Push</div><div>B</div></div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Leyline of the Void</div><div>2BB</div></div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>     | <div><div>Leyline of the Void</div><div>2BB</div></div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>     | <div><div>Leyline of the Void</div><div>2BB</div></div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>     | <div><div>Tear Asunder</div><div>1G</div></div> <div>Instant</div> <div>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)<br/>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>              |

## Tear Asunder

① ② G

Instant

Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)

Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.

[sideboard]

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## Tear Asunder

① ⑥

Instant

Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)

Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.

[sideboard]

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## Tear Asunder

① ⑥

Instant

Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)

Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.

[sideboard]

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