

Bitter Reunion 1 R Enchantment When this enchantment enters, you may discard a card. If you do, draw two cards. {1}, Sacrifice this enchantment: Creatures you control gain haste until end of turn.	Bitter Reunion 1 R Enchantment When this enchantment enters, you may discard a card. If you do, draw two cards. {1}, Sacrifice this enchantment: Creatures you control gain haste until end of turn.	Bitter Reunion 1 R Enchantment When this enchantment enters, you may discard a card. If you do, draw two cards. {1}, Sacrifice this enchantment: Creatures you control gain haste until end of turn.	Bitter Triumph 1 B Instant As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.
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Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bloodletter of Aclazotz1B B B Creature -- Vampire Demon Flying If an opponent would lose life during your turn, they lose twice that much life instead. (Damage causes loss of life.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodletter of Aclazotz1B B B B Creature -- Vampire Demon Flying If an opponent would lose life during your turn, they lose twice that much life instead. (Damage causes loss of life.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brass's Tunnel-Grinder2R Legendary Artifact When Brass's Tunnel-Grinder enters, discard any number of cards, then draw that many cards plus one. At the beginning of your end step, if you descended this turn, put a bore counter on Brass's Tunnel-Grinder. Then if there are three or more bore counters on it, remove those counters and transform it. (You descended if a permanent card was put into your graveyard from anywhere.) ----- BACK FACE ----- Tecutlan, the Searing Rift Legendary Land -- Cave (Transforms from Brass's Tunnel-Grinder.) {T}: Add {R}. Whenever you cast a permanent spell using mana produced by Tecutlan, discover X, where X is that spell's mana value. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brass's Tunnel-Grinder2R Legendary Artifact When Brass's Tunnel-Grinder enters, discard any number of cards, then draw that many cards plus one. At the beginning of your end step, if you descended this turn, put a bore counter on Brass's Tunnel-Grinder. Then if there are three or more bore counters on it, remove those counters and transform it. (You descended if a permanent card was put into your graveyard from anywhere.) ----- BACK FACE ----- Tecutlan, the Searing Rift Legendary Land -- Cave (Transforms from Brass's Tunnel-Grinder.) {T}: Add {R}. Whenever you cast a permanent spell using mana produced by Tecutlan, discover X, where X is that spell's mana value. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Conduit Pylons Land -- Desert When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Conduit Pylons Land -- Desert When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Conduit Pylons Land -- Desert When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Conduit Pylons Land -- Desert When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Etali, Primal Conqueror Card ----- OTHER FACE ----- Etali, Primal Conqueror Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Etali, Primal Conqueror Card ----- OTHER FACE ----- Etali, Primal Conqueror Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Etali, Primal Conqueror Card ----- OTHER FACE ----- Etali, Primal Conqueror Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Etali, Primal Conqueror Card ----- OTHER FACE ----- Etali, Primal Conqueror Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mardu Siegebreaker ①②③④ Creature -- Human Warrior Deathtouch, haste When this creature enters, exile up to one other target creature you control until this creature leaves the battlefield. Whenever this creature attacks, for each opponent, create a tapped token that's a copy of the exiled card attacking that opponent. At the beginning of your next end step, sacrifice those tokens. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mardu Siegebreaker ①②③④ Creature -- Human Warrior Deathtouch, haste When this creature enters, exile up to one other target creature you control until this creature leaves the battlefield. Whenever this creature attacks, for each opponent, create a tapped token that's a copy of the exiled card attacking that opponent. At the beginning of your next end step, sacrifice those tokens. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mardu Siegebreaker ①②③④ Creature -- Human Warrior Deathtouch, haste When this creature enters, exile up to one other target creature you control until this creature leaves the battlefield. Whenever this creature attacks, for each opponent, create a tapped token that's a copy of the exiled card attacking that opponent. At the beginning of your next end step, sacrifice those tokens. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rakdos Joins Up ③④⑤ Legendary Enchantment When Rakdos Joins Up enters, return target creature card from your graveyard to the battlefield with two additional +1/+1 counters on it. Whenever a legendary creature you control dies, Rakdos Joins Up deals damage equal to that creature's power to target opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rakdos Joins Up ③④⑤ Legendary Enchantment When Rakdos Joins Up enters, return target creature card from your graveyard to the battlefield with two additional +1/+1 counters on it. Whenever a legendary creature you control dies, Rakdos Joins Up deals damage equal to that creature's power to target opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

3 B R

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Land -- Swamp Mountain

({T}: Add {B} or {R}.)
 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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Legendary Creature -- Phyrexian Praetor

Deathtouch
Whenever you draw a card, you gain 2 life.
Whenever an opponent draws a card, they lose 2 life.

4/5

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Sheoldred, the Apocalypse 2BB Legendary Creature -- Phyrexian Praetor Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple of Malice Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Infamous Cruelclaw 1BR Legendary Creature -- Weasel Mercenary Menace Whenever The Infamous Cruelclaw deals combat damage to a player, exile cards from the top of your library until you exile a nonland card. You may cast that card by discarding a card rather than paying its mana cost. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Zombify 3B Sorcery Return target creature card from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anoint with Affliction 1B Instant Exile target creature if it has mana value 3 or less. Corrupted -- Exile that creature instead if its controller has three or more poison counters. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brotherhood's End 1RR Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brotherhood's End 1RR Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brotherhood's End (1)(R)(R) Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Feed the Swarm (1)(B) Sorcery Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Feed the Swarm (1)(B) Sorcery Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Void (2)(B)(B) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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