

Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.	Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Can't Stay Away (W)(B) Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. It gains "If this creature would die, exile it instead." Flashback {3}{W}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)	Can't Stay Away (W)(B) Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. It gains "If this creature would die, exile it instead." Flashback {3}{W}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)	Can't Stay Away (W)(B) Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. It gains "If this creature would die, exile it instead." Flashback {3}{W}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)	Collective Brutality (1)(B) Sorcery Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.) Choose one or more -- * Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card. * Target creature gets -2/-2 until end of turn. * Target opponent loses 2 life and you gain 2 life.
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Greasefang, Okiba Boss ①①①② 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 botbox.dev	Greasefang, Okiba Boss ①①①② 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 botbox.dev	Greasefang, Okiba Boss ①①①② 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 botbox.dev	Greasefang, Okiba Boss ①①①② 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 botbox.dev
Grisly Salvage ②③④ Instant Reveal the top five cards of your library. You may put a creature or land card from among them into your hand. Put the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grisly Salvage ②③④ Instant Reveal the top five cards of your library. You may put a creature or land card from among them into your hand. Put the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grisly Salvage ②③④ Instant Reveal the top five cards of your library. You may put a creature or land card from among them into your hand. Put the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grisly Salvage ②③④ Instant Reveal the top five cards of your library. You may put a creature or land card from among them into your hand. Put the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature enters, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

When this creature enters, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard.

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1/1

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⑤

Flying
Whenever Skysovereign enters or attacks, it deals 3 damage to target creature or planeswalker an opponent controls.

Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)

6/5

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B

When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)

1/1

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1/1

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Stitcher's Supplier B Creature -- Zombie When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple Garden Land -- Forest Plains ({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Elspeth, Sun's Nemesis 2WW Legendary Planeswalker -- Elspeth [-1]: Up to two target creatures you control each get +2/+1 until end of turn. [-2]: Create two 1/1 white Human Soldier creature tokens. [-3]: You gain 5 life. Escape--{4}{W}{W}, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Go Blank 2B Sorcery Target player discards two cards. Then exile that player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Rite of Oblivion W B Sorcery As an additional cost to cast this spell, sacrifice a nonland permanent. Exile target nonland permanent. Flashback {2}{W}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rite of Oblivion W B Sorcery As an additional cost to cast this spell, sacrifice a nonland permanent. Exile target nonland permanent. Flashback {2}{W}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	