

**G**

Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.

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①

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{1}: Add one mana of any color.  
Activate only once each turn.  
{5}, {T}, Sacrifice this artifact:  
It deals 5 damage to target  
creature.
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## Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

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6 G

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7/6

## 6 G

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7/6

6 G

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7/6

6 G

Reach, trample  
When this creature enters, you gain 5 life.  
{2}{G}, Exile this card from your graveyard: You gain 5 life.

7/6

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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.

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When this land enters, surveil 1.  
(Look at the top card of your  
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{T}: Add {C}.  
{1}, {T}: Add one mana of any color.

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**G**

Instant

As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card onto the battlefield, then shuffle.

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Artifact

{2}, {T}, Sacrifice this artifact:  
Search your library for a land card,  
reveal it, put it into your hand,  
then shuffle.

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Artifact

{2}, {T}, Sacrifice this artifact:  
Search your library for a land card,  
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| <div><div>Expedition Map</div><div>Artifact</div><div>{2}, {T}, Sacrifice this artifact:<br/>Search your library for a land card,<br/>reveal it, put it into your hand,<br/>then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Expedition Map</div><div>Artifact</div><div>{2}, {T}, Sacrifice this artifact:<br/>Search your library for a land card,<br/>reveal it, put it into your hand,<br/>then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                         | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                           | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                           |
| <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   | <div><div>Generous Ent</div><div>Creature -- Treefolk</div><div>Reach<br/>When this creature enters, create a<br/>Food token. (It's an artifact with<br/>"{2}, {T}, Sacrifice this token: You<br/>gain 3 life.")<br/>Forestcycling {1} ({1}, Discard this<br/>card: Search your library for a<br/>Forest card, reveal it, put it into<br/>your hand, then shuffle.)</div><div>5/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Generous Ent</div><div>Creature -- Treefolk</div><div>Reach<br/>When this creature enters, create a<br/>Food token. (It's an artifact with<br/>"{2}, {T}, Sacrifice this token: You<br/>gain 3 life.")<br/>Forestcycling {1} ({1}, Discard this<br/>card: Search your library for a<br/>Forest card, reveal it, put it into<br/>your hand, then shuffle.)</div><div>5/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Generous Ent</div><div>Creature -- Treefolk</div><div>Reach<br/>When this creature enters, create a<br/>Food token. (It's an artifact with<br/>"{2}, {T}, Sacrifice this token: You<br/>gain 3 life.")<br/>Forestcycling {1} ({1}, Discard this<br/>card: Search your library for a<br/>Forest card, reveal it, put it into<br/>your hand, then shuffle.)</div><div>5/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Giant's Boulder1</div> <div>Artifact</div> <div>When this artifact enters, scry 2.<br/>(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)<br/>{1}, {T}: Add one mana of any color.<br/>{7}, {T}, Sacrifice this artifact: Destroy target permanent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                               | <div>Giant's Boulder1</div> <div>Artifact</div> <div>When this artifact enters, scry 2.<br/>(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)<br/>{1}, {T}: Add one mana of any color.<br/>{7}, {T}, Sacrifice this artifact: Destroy target permanent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                               | <div>Giant's Boulder1</div> <div>Artifact</div> <div>When this artifact enters, scry 2.<br/>(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)<br/>{1}, {T}: Add one mana of any color.<br/>{7}, {T}, Sacrifice this artifact: Destroy target permanent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                               | <div>Giant's Boulder1</div> <div>Artifact</div> <div>When this artifact enters, scry 2.<br/>(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)<br/>{1}, {T}: Add one mana of any color.<br/>{7}, {T}, Sacrifice this artifact: Destroy target permanent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Nyxborn HydraXG</div> <div>Enchantment Creature -- Hydra</div> <div>Bestow {X}{G}{G} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.)<br/>Reach, trample<br/>This permanent enters with X +1/+1 counters on it.<br/>Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Nyxborn HydraXG</div> <div>Enchantment Creature -- Hydra</div> <div>Bestow {X}{G}{G} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.)<br/>Reach, trample<br/>This permanent enters with X +1/+1 counters on it.<br/>Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Nyxborn HydraXG</div> <div>Enchantment Creature -- Hydra</div> <div>Bestow {X}{G}{G} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.)<br/>Reach, trample<br/>This permanent enters with X +1/+1 counters on it.<br/>Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Pulse of Murasa2G</div> <div>Instant</div> <div>Return target creature or land card from a graveyard to its owner's hand. You gain 6 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                |

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| <div><div>Pulse of Murasa</div><div><div>2</div><div>6</div></div></div> <div><div>Instant</div><div>Return target creature or land card from a graveyard to its owner's hand. You gain 6 life.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Unfathomable Truths</div><div><div>4</div><div>U</div></div></div> <div><div>Instant</div><div>Devoid (This card has no color.) Draw three cards and create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Unfathomable Truths</div><div><div>4</div><div>U</div></div></div> <div><div>Instant</div><div>Devoid (This card has no color.) Draw three cards and create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Unfathomable Truths</div><div><div>4</div><div>U</div></div></div> <div><div>Instant</div><div>Devoid (This card has no color.) Draw three cards and create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Urza's Mine</div><div>Land -- Urza's Mine</div></div> <div><div>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                           | <div><div>Urza's Mine</div><div>Land -- Urza's Mine</div></div> <div><div>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                    | <div><div>Urza's Mine</div><div>Land -- Urza's Mine</div></div> <div><div>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                    | <div><div>Urza's Mine</div><div>Land -- Urza's Mine</div></div> <div><div>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                    |

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| <div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    |

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| <b>Writhing Chrysalis</b> (2)(R)(G)<br>Creature -- Eldrazi Drone<br>Devoid (This card has no color.)<br>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br>Reach<br>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Writhing Chrysalis</b> (2)(R)(G)<br>Creature -- Eldrazi Drone<br>Devoid (This card has no color.)<br>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br>Reach<br>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Writhing Chrysalis</b> (2)(R)(G)<br>Creature -- Eldrazi Drone<br>Devoid (This card has no color.)<br>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br>Reach<br>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Writhing Chrysalis</b> (2)(R)(G)<br>Creature -- Eldrazi Drone<br>Devoid (This card has no color.)<br>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br>Reach<br>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Ancient Grudge</b> (1)(R)<br>Instant<br>Destroy target artifact.<br>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                 | <b>Ancient Grudge</b> (1)(R)<br>Instant<br>Destroy target artifact.<br>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                 | <b>Blue Elemental Blast</b> (U)<br>Instant<br>Choose one --<br>* Counter target red spell.<br>* Destroy target red permanent.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                            | <b>Blue Elemental Blast</b> (U)<br>Instant<br>Choose one --<br>* Counter target red spell.<br>* Destroy target red permanent.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                            |

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| <div><div><div>Blue Elemental Blast</div><div>Ⓢ</div></div><div>Instant</div><div>Choose one --<br/>* Counter target red spell.<br/>* Destroy target red permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Blue Elemental Blast</div><div>Ⓢ</div></div><div>Instant</div><div>Choose one --<br/>* Counter target red spell.<br/>* Destroy target red permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bojuka Bog</div></div><div>Land</div><div>This land enters tapped.<br/>When this land enters, exile target player's graveyard.<br/>{T}: Add {B}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Breath Weapon</div><div>2Ⓡ</div></div><div>Instant</div><div>Breath Weapon deals 2 damage to each non-Dragon creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                   |
| <div><div><div>Breath Weapon</div><div>2Ⓡ</div></div><div>Instant</div><div>Breath Weapon deals 2 damage to each non-Dragon creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                               | <div><div><div>Breath Weapon</div><div>2Ⓡ</div></div><div>Instant</div><div>Breath Weapon deals 2 damage to each non-Dragon creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                               | <div><div><div>Breath Weapon</div><div>2Ⓡ</div></div><div>Instant</div><div>Breath Weapon deals 2 damage to each non-Dragon creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           | <div><div><div>Coalition Honor Guard</div><div>3Ⓜ</div></div><div>Creature -- Human Flagbearer</div><div>While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able.</div><div>[sideboard]</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Coalition Honor Guard</div> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Flagbearer</div> <div> <p>While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able.</p> <p>[sideboard]</p> </div> <div> <div>2/4</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Crop Rotation</div> <div> <div>6</div> </div> </div> <div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card onto the battlefield, then shuffle.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Nihil Spellbomb</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <p>{T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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