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| <div><div>Anticipate<div><div>1</div><div>U</div></div></div><div>Instant</div><div>Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Bloodstained Mire</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                               | <div><div>Complete Disregard<div><div>2</div><div>B</div></div></div><div>Instant</div><div>Devoid (This card has no color.)<br/>Exile target creature with power 3 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                          | <div><div>Crux of Fate<div><div>3</div><div>B</div><div>B</div></div></div><div>Sorcery</div><div>Choose one --<br/>* Destroy all Dragon creatures.<br/>* Destroy all non-Dragon creatures.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                           |
| <div><div>Crux of Fate<div><div>3</div><div>B</div><div>B</div></div></div><div>Sorcery</div><div>Choose one --<br/>* Destroy all Dragon creatures.<br/>* Destroy all non-Dragon creatures.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div>Dig Through Time<div><div>6</div><div>U</div><div>U</div></div></div><div>Instant</div><div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dig Through Time<div><div>6</div><div>U</div><div>U</div></div></div><div>Instant</div><div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dig Through Time<div><div>6</div><div>U</div><div>U</div></div></div><div>Instant</div><div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <p><b>Dig Through Time</b> (6)(U)(U)</p> <p>Instant</p> <p>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                 | <p><b>Dragonlord Ojutai</b> (3)(W)(U)</p> <p>Legendary Creature -- Elder Dragon</p> <p>Flying<br/>Dragonlord Ojutai has hexproof as long as it's untapped.<br/>Whenever Dragonlord Ojutai deals combat damage to a player, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.</p> <p>5/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Dragonlord Ojutai</b> (3)(W)(U)</p> <p>Legendary Creature -- Elder Dragon</p> <p>Flying<br/>Dragonlord Ojutai has hexproof as long as it's untapped.<br/>Whenever Dragonlord Ojutai deals combat damage to a player, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.</p> <p>5/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Dragonlord Ojutai</b> (3)(W)(U)</p> <p>Legendary Creature -- Elder Dragon</p> <p>Flying<br/>Dragonlord Ojutai has hexproof as long as it's untapped.<br/>Whenever Dragonlord Ojutai deals combat damage to a player, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.</p> <p>5/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Dragonlord Ojutai</b> (3)(W)(U)</p> <p>Legendary Creature -- Elder Dragon</p> <p>Flying<br/>Dragonlord Ojutai has hexproof as long as it's untapped.<br/>Whenever Dragonlord Ojutai deals combat damage to a player, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.</p> <p>5/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Dragonlord Silumgar</b> (4)(U)(B)</p> <p>Legendary Creature -- Elder Dragon</p> <p>Flying, deathtouch<br/>When Dragonlord Silumgar enters, gain control of target creature or planeswalker for as long as you control Dragonlord Silumgar.</p> <p>3/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                | <p><b>Duress</b> (B)</p> <p>Sorcery</p> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                             | <p><b>Duress</b> (B)</p> <p>Sorcery</p> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                             |

Playtest cards - XxForgeX - Standard (Standard Daily Swiss)

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

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| <div><div><b>Flooded Strand</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                           | <div><div><b>Flooded Strand</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                           | <div><div><b>Flooded Strand</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                           | <div><div><b>Flooded Strand</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                     |
| <div><div><b>Foul-Tongue Invocation</b> ②③</div><div>Instant</div><div>As an additional cost to cast this spell, you may reveal a Dragon card from your hand.<br/>Target player sacrifices a creature of their choice. If you revealed a Dragon card or controlled a Dragon as you cast this spell, you gain 4 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Foul-Tongue Invocation</b> ②③</div><div>Instant</div><div>As an additional cost to cast this spell, you may reveal a Dragon card from your hand.<br/>Target player sacrifices a creature of their choice. If you revealed a Dragon card or controlled a Dragon as you cast this spell, you gain 4 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Foul-Tongue Invocation</b> ②③</div><div>Instant</div><div>As an additional cost to cast this spell, you may reveal a Dragon card from your hand.<br/>Target player sacrifices a creature of their choice. If you revealed a Dragon card or controlled a Dragon as you cast this spell, you gain 4 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Haven of the Spirit Dragon</b></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add one mana of any color. Spend this mana only to cast a Dragon creature spell.<br/>{2}, {T}, Sacrifice this land: Return target Dragon creature card or Ugin planeswalker card from your graveyard to your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Land

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{T}: Add {C}.

{T}: Add one mana of any color.  
Spend this mana only to cast a Dragon creature spell.

{2}, {T}, Sacrifice this land:  
Return target Dragon creature card or Ugin planeswalker card from your graveyard to your hand.

Basic Land -- Island

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( $\{T\}$ : Add  $\{U\}$ .)

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Basic Land -- Island

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( $\{T\}$ : Add  $\{U\}$ .)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

# Basic Land -- Island

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( $\{T\}$ : Add  $\{U\}$ .)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

Basic Land -- Island

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( $\{T\}$ : Add  $\{U\}$ .)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Legendary Creature -- Human Wizard

{T}: Draw a card, then discard a card.  
If there are five or more cards in  
your graveyard, exile Jace, then  
return him to the battlefield  
transformed under his owner's control.

0/2

--- BACK FACE ---

**Jace, Telepath Unbound**

Legendary Planeswalker -- Jace

[+1]: Up to one target creature gets -2/-0 until your  
next turn.  
[-3]: You may cast target instant or sorcery card from  
your graveyard this turn. If that spell would be put  
into your graveyard, exile it instead.  
[-9]: You get an emblem with "Whenever you cast a  
spell, target opponent mills five cards."

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Legendary Creature -- Human Wizard  
 {T}: Draw a card, then discard a card.  
 If there are five or more cards in  
 your graveyard, exile Jace, then  
 return him to the battlefield  
 transformed under his owner's control.

0/2

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- - - BACK FACE - - -

**Jace, Telepath Unbound**  
 Legendary Planeswalker -- Jace

[+1]: Up to one target creature gets -2/-0 until your  
 next turn.  
 [-3]: You may cast target instant or sorcery card from  
 your graveyard this turn. If that spell would be put  
 into your graveyard, exile it instead.  
 [-9]: You get an emblem with "Whenever you cast a  
 spell, target opponent mills five cards."

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY
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| <p>Legendary Creature -- Human Wizard</p>                                                                                                                                                                                                                                                                                                        |                |
| <p>{T}: Draw a card, then discard a card. If there are five or more cards in your graveyard, exile Jace, then return him to the battlefield transformed under his owner's control.</p>                                                                                                                                                           |                |
|                                                                                                                                                                                                                                                                                                                                                  | <div>0/2</div> |
| <p>--- BACK FACE ---</p>                                                                                                                                                                                                                                                                                                                         |                |
|                                                                                                                                                                                                                                                                                                                                                  |                |
| <p><b>Jace, Telepath Unbound</b></p>                                                                                                                                                                                                                                                                                                             |                |
| <p>Legendary Planeswalker -- Jace</p>                                                                                                                                                                                                                                                                                                            |                |
| <p>[+1]: Up to one target creature gets -2/-0 until your next turn.<br/>         [-3]: You may cast target instant or sorcery card from your graveyard this turn. If that spell would be put into your graveyard, exile it instead.<br/>         [-9]: You get an emblem with "Whenever you cast a spell, target opponent mills five cards."</p> |                |
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|                                                                                                                                                                                                                                                                                                                                                  | <div>L 5</div> |
| <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                                                                                                                                                                                                                   |                |

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| <div><div><div>Murderous Cut</div><div><div>4</div><div>B</div></div></div><div><div>Instant</div><div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>Destroy target creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Negate</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target noncreature spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                   | <div><div><div>Ojutai's Command</div><div><div>2</div><div>W</div><div>U</div></div></div><div><div>Instant</div><div>Choose two --<br/>* Return target creature card with mana value 2 or less from your graveyard to the battlefield.<br/>* You gain 4 life.<br/>* Counter target creature spell.<br/>* Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Polluted Delta</div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Polluted Delta</div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                        | <div><div><div>Polluted Delta</div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Polluted Delta</div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                    | <div><div><div>Prairie Stream</div></div><div><div>Land -- Plains Island</div><div>(T): Add {W} or {U}.)<br/>This land enters tapped unless you control two or more basic lands.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                    |

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| <div><div>Prairie Stream</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.)<br/>This land enters tapped unless you control two or more basic lands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                   | <div><div>Prairie Stream</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.)<br/>This land enters tapped unless you control two or more basic lands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                   | <div><div>Ruinous Path1BB</div><div>Sorcery</div><div>Destroy target creature or planeswalker.<br/>Awaken 4--{5}{B}{B} (If you cast this spell for {5}{B}{B}, also put four +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     | <div><div>Scatter to the Winds1UU</div><div>Instant</div><div>Counter target spell.<br/>Awaken 3--{4}{U}{U} (If you cast this spell for {4}{U}{U}, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                               |
| <div><div>Shambling Vent</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {B}.<br/>{1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink. It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shambling Vent</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {B}.<br/>{1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink. It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Silumgar's ScornUU</div><div>Instant</div><div>As an additional cost to cast this spell, you may reveal a Dragon card from your hand.<br/>Counter target spell unless its controller pays {1}. If you revealed a Dragon card or controlled a Dragon as you cast this spell, counter that spell instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Silumgar's ScornUU</div><div>Instant</div><div>As an additional cost to cast this spell, you may reveal a Dragon card from your hand.<br/>Counter target spell unless its controller pays {1}. If you revealed a Dragon card or controlled a Dragon as you cast this spell, counter that spell instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Silumgar's Scorn</div> <div>Instant</div> <div>As an additional cost to cast this spell, you may reveal a Dragon card from your hand. Counter target spell unless its controller pays {1}. If you revealed a Dragon card or controlled a Dragon as you cast this spell, counter that spell instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Silumgar's Scorn</div> <div>Instant</div> <div>As an additional cost to cast this spell, you may reveal a Dragon card from your hand. Counter target spell unless its controller pays {1}. If you revealed a Dragon card or controlled a Dragon as you cast this spell, counter that spell instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Silumgar, the Drifting Death</div> <div>Legendary Creature -- Dragon</div> <div>Flying, hexproof<br/>Whenever a Dragon you control attacks, creatures defending player controls get -1/-1 until end of turn.</div> <div>3/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sunken Hollow</div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.)<br/>This land enters tapped unless you control two or more basic lands.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Sunken Hollow</div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.)<br/>This land enters tapped unless you control two or more basic lands.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                              | <div>Sunken Hollow</div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.)<br/>This land enters tapped unless you control two or more basic lands.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                              | <div>Sunken Hollow</div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.)<br/>This land enters tapped unless you control two or more basic lands.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                      | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                         |

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

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Destroy target monocolored creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Destroy target monocolored creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exile target nonland permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## [sidebar]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## [sideboard]

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

As an additional cost to cast this spell, you may reveal a Dragon card from your hand.  
If you revealed a Dragon card or controlled a Dragon as you cast this spell, this spell can't be countered.  
Draw four cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <b>Dragonlord's Prerogative</b> <span>4UU</span> </div> <div> Instant </div> <div> <p>As an additional cost to cast this spell, you may reveal a Dragon card from your hand.</p> <p>If you revealed a Dragon card or controlled a Dragon as you cast this spell, this spell can't be countered.</p> <p>Draw four cards.</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Duress</b> <span>B</span> </div> <div> Sorcery </div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Duress</b> <span>B</span> </div> <div> Sorcery </div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Foul-Tongue Invocation</b> <span>2B</span> </div> <div> Instant </div> <div> <p>As an additional cost to cast this spell, you may reveal a Dragon card from your hand.</p> <p>Target player sacrifices a creature of their choice. If you revealed a Dragon card or controlled a Dragon as you cast this spell, you gain 4 life.</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Infinite Obliteration</b> <span>1BB</span> </div> <div> Sorcery </div> <div> <p>Choose a creature card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles.</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                 | <div> <b>Languish</b> <span>2BB</span> </div> <div> Sorcery </div> <div> <p>All creatures get -4/-4 until end of turn.</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                      | <div> <b>Surge of Righteousness</b> <span>1W</span> </div> <div> Instant </div> <div> <p>Destroy target black or red creature that's attacking or blocking. You gain 2 life.</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                | <div> <b>Surge of Righteousness</b> <span>1W</span> </div> <div> Instant </div> <div> <p>Destroy target black or red creature that's attacking or blocking. You gain 2 life.</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                              |

