

3 B B

Choose one --

- ```
* Destroy all Dragon creatures.
* Destroy all non-Dragon creatures.
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6 U U

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)

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.

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③ ④ ⑤

## Flying

Dragonlord Ojutai has hexproof as long as it's untapped. 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.

5/4

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3 W U

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| <div> <div>Dragonlord Silumgar (4)(U)(B)</div> <div> <div>Legendary Creature -- Elder Dragon</div> <div> <div>Flying, deathtouch</div> <div>When Dragonlord Silumgar enters, gain control of target creature or planeswalker for as long as you control Dragonlord Silumgar.</div> <div>3/5</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Dragonlord Silumgar (4)(U)(B)</div> <div> <div>Legendary Creature -- Elder Dragon</div> <div> <div>Flying, deathtouch</div> <div>When Dragonlord Silumgar enters, gain control of target creature or planeswalker for as long as you control Dragonlord Silumgar.</div> <div>3/5</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Duress (B)</div> <div> <div>Sorcery</div> <div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                | <div> <div>Duress (B)</div> <div> <div>Sorcery</div> <div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                |
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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>Foul-Tongue Invocation ②⑧</b></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 ②⑧</b></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 ②⑧</b></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> | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>( {T}: Add {U}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                   | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>( {T}: Add {U}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                   | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>( {T}: Add {U}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                   |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | <div><div>Jace, Vryn's Prodigy1U</div><div>Legendary Creature -- Human Wizard</div><div>{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.</div><div>0/2</div><div>BACK FACE</div><div>Jace, Telepath Unbound</div><div>Legendary Planeswalker -- Jace</div><div>[+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."</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Jace, Vryn's Prodigy1U</div><div>Legendary Creature -- Human Wizard</div><div>{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.</div><div>0/2</div><div>BACK FACE</div><div>Jace, Telepath Unbound</div><div>Legendary Planeswalker -- Jace</div><div>[+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."</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Jace, Vryn's Prodigy1U</div><div>Legendary Creature -- Human Wizard</div><div>{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.</div><div>0/2</div><div>BACK FACE</div><div>Jace, Telepath Unbound</div><div>Legendary Planeswalker -- Jace</div><div>[+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."</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Jace, Vryn's Prodigy1U</div><div>Legendary Creature -- Human Wizard</div><div>{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.</div><div>0/2</div><div>BACK FACE</div><div>Jace, Telepath Unbound</div><div>Legendary Planeswalker -- Jace</div><div>[+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."</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Languish2B B</div><div>Sorcery</div><div>All creatures get -4/-4 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |

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| <div><div><div>Murderous Cut</div><div>④B</div></div><div>Instant</div><div><div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)</div><div>Destroy target creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Painful Truths</div><div>②B</div></div><div>Sorcery</div><div><div>Converge -- You draw X cards and lose X life, where X is the number of colors of mana spent to cast this spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>   | <div><div><div>Painful Truths</div><div>②B</div></div><div>Sorcery</div><div><div>Converge -- You draw X cards and lose X life, where X is the number of colors of mana spent to cast this spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>   | <div><div><div>Plains</div></div><div>Basic Land -- Plains</div><div><div>{T}: Add {W}.</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>Land</div><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>Land</div><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>Land</div><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>Land</div><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> |

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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>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>Scatter to the Winds ①UU</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>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 Scorn UU</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'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>Sunken Hollow</div> <div>Land -- Island Swamp</div> <div>({T}: Add {U} or {B}.) 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}.) 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}.) 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}.) 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>                                                                                     |

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| <div> <div>Ultimate Price</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div>Destroy target monocolored creature.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                               | <div> <div>Ultimate Price</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div>Destroy target monocolored creature.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                               | <div> <div>Utter End</div> <div> <div>2</div> <div>W</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div>Exile target nonland permanent.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Utter End</div> <div> <div>2</div> <div>W</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div>Exile target nonland permanent.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                               |
| <div> <div>Arashin Cleric</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div>When this creature enters, you gain 3 life.</div> <div>[sideboard]</div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Arashin Cleric</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div>When this creature enters, you gain 3 life.</div> <div>[sideboard]</div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Dispel</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Counter target instant spell.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>         | <div> <div>Duress</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |



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| <b>Hangarback Walker</b> (X)(X)<br>Artifact Creature -- Construct<br><hr/> This creature enters with X +1/+1 counters on it.<br>When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature.<br>{1}, {T}: Put a +1/+1 counter on this creature.<br><br>[sideboard]<br><br><div>0/0</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Hangarback Walker</b> (X)(X)<br>Artifact Creature -- Construct<br><hr/> This creature enters with X +1/+1 counters on it.<br>When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature.<br>{1}, {T}: Put a +1/+1 counter on this creature.<br><br>[sideboard]<br><br><div>0/0</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Hangarback Walker</b> (X)(X)<br>Artifact Creature -- Construct<br><hr/> This creature enters with X +1/+1 counters on it.<br>When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature.<br>{1}, {T}: Put a +1/+1 counter on this creature.<br><br>[sideboard]<br><br><div>0/0</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Infinite Obliteration</b> (1)(B)(B)<br>Sorcery<br><hr/> 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.<br><br>[sideboard]<br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Languish</b> (2)(B)(B)<br>Sorcery<br><hr/> All creatures get -4/-4 until end of turn.<br><br>[sideboard]<br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                          | <b>Negate</b> (1)(U)<br>Instant<br><hr/> Counter target noncreature spell.<br><br>[sideboard]<br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                        | <b>Ob Nixilis Reignited</b> (3)(B)(B)<br>Legendary Planeswalker -- Nixilis<br><hr/> [+1]: You draw a card and you lose 1 life.<br>[-3]: Destroy target creature.<br>[-8]: Target opponent gets an emblem with "Whenever a player draws a card, you lose 2 life."<br><br>[sideboard]<br><br><br><div>L 5</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                    | <b>Painful Truths</b> (2)(B)<br>Sorcery<br><hr/> Converge -- You draw X cards and lose X life, where X is the number of colors of mana spent to cast this spell.<br><br>[sideboard]<br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                |

## Silkwrap

① ④

Enchantment

When this enchantment enters, exile target creature with mana value 3 or less an opponent controls until this enchantment leaves the battlefield. (That creature returns under its owner's control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Surge of Righteousness ① ④

Instant

Destroy target black or red creature that's attacking or blocking. You gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tasigur, the Golden Fang ⑤ ⑧

Legendary Creature -- Human Shaman

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)  
{2}{G/U}{G/U}: Mill two cards, then return a nonland card of an opponent's choice from your graveyard to your hand.

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev