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| <div><div><div>Bane of the Living</div><div>2BB</div></div><div>Creature -- Insect</div><div>Morph {X}{B}{B} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)<br/>When this creature is turned face up, all creatures get -X/-X until end of turn.</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Cabal Therapy</div><div>B</div></div><div>Sorcery</div><div>Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Cabal Therapy</div><div>B</div></div><div>Sorcery</div><div>Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Call of the Herd</div><div>2G</div></div><div>Sorcery</div><div>Create a 3/3 green Elephant creature token.<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Call of the Herd</div><div>2G</div></div><div>Sorcery</div><div>Create a 3/3 green Elephant creature token.<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Call of the Herd</div><div>2G</div></div><div>Sorcery</div><div>Create a 3/3 green Elephant creature token.<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Cursed Scroll</div><div>1</div></div><div>Artifact</div><div>{3}, {T}: Choose a card name, then reveal a card at random from your hand. If that card has the chosen name, this artifact deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div><div><div><div><div><div></div><div><b>Diabolic Edict</b></div><div><div>1</div><div>B</div></div></div><div>Instant</div><div>Target player sacrifices a creature of their choice.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                            | <div><div><div><div><div><div></div><div><b>Diabolic Edict</b></div><div><div>1</div><div>B</div></div></div><div>Instant</div><div>Target player sacrifices a creature of their choice.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                            | <div><div><div><div><div><div></div><div><b>Duress</b></div><div><div>B</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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div><div><div><div></div><div><b>Duress</b></div><div><div>B</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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |
| <div><div><div><div><div><div></div><div><b>Duress</b></div><div><div>B</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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div><div><div><div></div><div><b>Duress</b></div><div><div>B</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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div><div><div><div></div><div><b>Forest</b></div><div></div></div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                    | <div><div><div><div><div><div></div><div><b>Forest</b></div><div></div></div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                    |

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| <div><div><div>Funeral Charm</div><div>B</div></div><div>Instant</div><div>Choose one --<br/>* Target player discards a card.<br/>* Target creature gets +2/-1 until end of turn.<br/>* Target creature gains swampwalk until end of turn. (It can't be blocked as long as defending player controls a Swamp.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Funeral Charm</div><div>B</div></div><div>Instant</div><div>Choose one --<br/>* Target player discards a card.<br/>* Target creature gets +2/-1 until end of turn.<br/>* Target creature gains swampwalk until end of turn. (It can't be blocked as long as defending player controls a Swamp.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Graveborn Muse</div><div>2BB</div></div><div>Creature -- Zombie Spirit</div><div>At the beginning of your upkeep, you draw X cards and you lose X life, where X is the number of Zombies you control.</div><div><div>3/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Hypnotic Specter</div><div>1BB</div></div><div>Creature -- Specter</div><div>Flying<br/>Whenever this creature deals damage to an opponent, that player discards a card at random.</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Hypnotic Specter</div><div>1BB</div></div><div>Creature -- Specter</div><div>Flying<br/>Whenever this creature deals damage to an opponent, that player discards a card at random.</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                     | <div><div><div>Llanowar Wastes</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                          | <div><div><div>Llanowar Wastes</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                         | <div><div><div>Llanowar Wastes</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                      |

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| <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>             | <div>Naturalize1G</div> <div>Instant</div> <div>Destroy target artifact or enchantment.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                               | <div>Phyrexian Furnace1</div> <div>Artifact</div> <div>{T}: Exile the bottom card of target player's graveyard.</div> <div>{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Phyrexian Furnace1</div> <div>Artifact</div> <div>{T}: Exile the bottom card of target player's graveyard.</div> <div>{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Plaguebearer1B</div> <div>Creature -- Zombie</div> <div>{X}{X}{B}: Destroy target nonblack creature with mana value X.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ravenous Rats1B</div> <div>Creature -- Rat</div> <div>When this creature enters, target opponent discards a card.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ravenous Rats1B</div> <div>Creature -- Rat</div> <div>When this creature enters, target opponent discards a card.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     | <div>Ravenous Rats1B</div> <div>Creature -- Rat</div> <div>When this creature enters, target opponent discards a card.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     |

1 B

When this creature enters, target opponent discards a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

① ② B

Destroy target creature with mana value 3 or less. It can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Destroy target creature with mana value 3 or less. It can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</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> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</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>                                                        |
| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</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> | <div>Sylvan Library</div> <div>Enchantment</div> <div>At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Tainted Wood</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. Activate only if you control a Swamp.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Tainted Wood</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {B} or {G}. Activate only if you control a Swamp.</div></div><div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   | <div><div>Tempting Wurm</div><div>Creature -- Wurm</div><div><div>When this creature enters, each opponent may put any number of artifact, creature, enchantment, and/or land cards from their hand onto the battlefield.</div></div><div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    | <div><div>Tempting Wurm</div><div>Creature -- Wurm</div><div><div>When this creature enters, each opponent may put any number of artifact, creature, enchantment, and/or land cards from their hand onto the battlefield.</div></div><div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    | <div><div>Tempting Wurm</div><div>Creature -- Wurm</div><div><div>When this creature enters, each opponent may put any number of artifact, creature, enchantment, and/or land cards from their hand onto the battlefield.</div></div><div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                               |
| <div><div>Tempting Wurm</div><div>Creature -- Wurm</div><div><div>When this creature enters, each opponent may put any number of artifact, creature, enchantment, and/or land cards from their hand onto the battlefield.</div></div><div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>The Rack</div><div>Artifact</div><div><div>As this artifact enters, choose an opponent.</div><div>At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is 3 minus the number of cards in their hand.</div></div><div><div>1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>The Rack</div><div>Artifact</div><div><div>As this artifact enters, choose an opponent.</div><div>At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is 3 minus the number of cards in their hand.</div></div><div><div>1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Treetop Village</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {G}.</div><div>{1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.)</div></div><div><div>1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Treetop Village</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {G}.</p><p>{1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Treetop Village</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {G}.</p><p>{1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Treetop Village</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {G}.</p><p>{1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Unearth</div><div>Sorcery</div><div><p>Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Cursed Totem</div><div>Artifact</div><div><p>Activated abilities of creatures can't be activated.</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                   | <div><div>Engineered Plague</div><div>Enchantment</div><div><p>As this enchantment enters, choose a creature type.</p><p>All creatures of the chosen type get -1/-1.</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                          | <div><div>Engineered Plague</div><div>Enchantment</div><div><p>As this enchantment enters, choose a creature type.</p><p>All creatures of the chosen type get -1/-1.</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                          | <div><div>Engineered Plague</div><div>Enchantment</div><div><p>As this enchantment enters, choose a creature type.</p><p>All creatures of the chosen type get -1/-1.</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            |



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| <div><div>Engineered Plague<div>2B</div></div><div>Enchantment</div><div>As this enchantment enters, choose a creature type.<br/>All creatures of the chosen type get -1/-1.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gaea's Blessing<div>1G</div></div><div>Sorcery</div><div>Target player shuffles up to three target cards from their graveyard into their library.<br/>Draw a card.<br/>When this card is put into your graveyard from your library, shuffle your graveyard into your library.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Naturalize<div>1G</div></div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            | <div><div>Naturalize<div>1G</div></div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            |
| <div><div>Naturalize<div>1G</div></div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                        | <div><div>Smother<div>1B</div></div><div>Instant</div><div>Destroy target creature with mana value 3 or less. It can't be regenerated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  | <div><div>Tormod's Crypt<div>0</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tormod's Crypt<div>0</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

Tranquil Domain

16

Instant

Destroy all non-Aura enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

Tranquil Domain

16

Instant

Destroy all non-Aura enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

Tranquil Domain

16

Instant

Destroy all non-Aura enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

Playtest cards - Struz18 - Premodern v3 Group B5F167 (The Rack, Funeral Charm) (European P

sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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.