

2 B

When this creature enters, exile target player's graveyard.

3/1

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.

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## Land

As this land enters, choose a creature type.  
{T}: Add {C}.  
{T}: Add one mana of any color.  
Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

As this land enters, choose a creature type.  
{T}: Add {C}.  
{T}: Add one mana of any color.  
Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

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(B)

Instant

Destroy target creature if it has mana value 2 or less.

Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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**(B)**

Instant

Destroy target creature if it has mana value 2 or less.  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Instant

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Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

Instant

You may sacrifice a nontoken black creature rather than pay this spell's mana cost. Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

Instant

You may sacrifice a nontoken black creature rather than pay this spell's mana cost. Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.

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| <div> <div>Flare of Malice</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>You may sacrifice a nontoken black creature rather than pay this spell's mana cost.</p> <p>Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.</p> </div> <div> <div>3/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                | <div> <div>Geralf's Messenger</div> <div> <div>B</div> <div>B</div> <div>B</div> </div> </div> <div>Creature -- Zombie</div> <div> <p>This creature enters tapped.</p> <p>When this creature enters, target opponent loses 2 life.</p> <p>Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)</p> </div> <div> <div>3/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Geralf's Messenger</div> <div> <div>B</div> <div>B</div> <div>B</div> </div> </div> <div>Creature -- Zombie</div> <div> <p>This creature enters tapped.</p> <p>When this creature enters, target opponent loses 2 life.</p> <p>Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)</p> </div> <div> <div>3/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Geralf's Messenger</div> <div> <div>B</div> <div>B</div> <div>B</div> </div> </div> <div>Creature -- Zombie</div> <div> <p>This creature enters tapped.</p> <p>When this creature enters, target opponent loses 2 life.</p> <p>Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)</p> </div> <div> <div>3/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> <div>Geralf's Messenger</div> <div> <div>B</div> <div>B</div> <div>B</div> </div> </div> <div>Creature -- Zombie</div> <div> <p>This creature enters tapped.</p> <p>When this creature enters, target opponent loses 2 life.</p> <p>Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)</p> </div> <div> <div>3/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Gravecrawler</div> <div> <div>B</div> </div> </div> <div>Creature -- Zombie</div> <div> <p>This creature can't block.</p> <p>You may cast this card from your graveyard as long as you control a Zombie.</p> </div> <div> <div>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                | <div> <div>Gravecrawler</div> <div> <div>B</div> </div> </div> <div>Creature -- Zombie</div> <div> <p>This creature can't block.</p> <p>You may cast this card from your graveyard as long as you control a Zombie.</p> </div> <div> <div>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                | <div> <div>Gravecrawler</div> <div> <div>B</div> </div> </div> <div>Creature -- Zombie</div> <div> <p>This creature can't block.</p> <p>You may cast this card from your graveyard as long as you control a Zombie.</p> </div> <div> <div>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                |

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| <b>Gravecrawler</b> (B)<br>Creature -- Zombie<br>This creature can't block.<br>You may cast this card from your graveyard as long as you control a Zombie.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                              | <b>Grief</b> (2)(B)(B)<br>Creature -- Elemental Incarnation<br>Menace<br>When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.<br>Evoke--Exile a black card from your hand.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Grief</b> (2)(B)(B)<br>Creature -- Elemental Incarnation<br>Menace<br>When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.<br>Evoke--Exile a black card from your hand.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Grief</b> (2)(B)(B)<br>Creature -- Elemental Incarnation<br>Menace<br>When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.<br>Evoke--Exile a black card from your hand.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
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**Playtest cards - Xerk - Modern (Modern League)** sheet 4/10 - 8 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.

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| <b>Orcish Bowmasters</b> <span>1</span> <span>B</span><br><hr/> Creature -- Orc Archer<br><hr/> Flash<br>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Orcish Bowmasters</b> <span>1</span> <span>B</span><br><hr/> Creature -- Orc Archer<br><hr/> Flash<br>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Orcish Bowmasters</b> <span>1</span> <span>B</span><br><hr/> Creature -- Orc Archer<br><hr/> Flash<br>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                     | <b>Orcish Bowmasters</b> <span>1</span> <span>B</span><br><hr/> Creature -- Orc Archer<br><hr/> Flash<br>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                     |
| <b>Phyrexian Tower</b><br><hr/> Legendary Land<br><hr/> {T}: Add {C}.<br>{T}, Sacrifice a creature: Add {B}{B}.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                    | <b>Phyrexian Tower</b><br><hr/> Legendary Land<br><hr/> {T}: Add {C}.<br>{T}, Sacrifice a creature: Add {B}{B}.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                    | <b>Spymaster's Vault</b><br><hr/> Land<br><hr/> This land enters tapped unless you control a Swamp.<br>{T}: Add {B}.<br>{B}, {T}: Target creature you control connives X, where X is the number of creatures that died this turn. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Spymaster's Vault</b><br><hr/> Land<br><hr/> This land enters tapped unless you control a Swamp.<br>{T}: Add {B}.<br>{B}, {T}: Target creature you control connives X, where X is the number of creatures that died this turn. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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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> |
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## Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Takenuma, Abandoned Mire

Legendary Land

{T}: Add {B}.  
Channel -- {3}{B}, Discard this  
card: Mill three cards, then return  
a creature or planeswalker card from  
your graveyard to your hand. This  
ability costs {1} less to activate  
for each legendary creature you  
control.

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## Warren Soultrader (2)(B)

Creature -- Zombie Goblin Wizard

Pay 1 life, Sacrifice another creature: Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <p><b>Yawgmoth, Thran Physician</b> (2)(B)(B)</p> <hr/> <p>Legendary Creature -- Human Cleric</p> <hr/> <p>Protection from Humans<br/>Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.<br/>{B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</p> <div>2/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Yawgmoth, Thran Physician</b> (2)(B)(B)</p> <hr/> <p>Legendary Creature -- Human Cleric</p> <hr/> <p>Protection from Humans<br/>Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.<br/>{B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</p> <div>2/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Yawgmoth, Thran Physician</b> (2)(B)(B)</p> <hr/> <p>Legendary Creature -- Human Cleric</p> <hr/> <p>Protection from Humans<br/>Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.<br/>{B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</p> <div>2/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Yawgmoth, Thran Physician</b> (2)(B)(B)</p> <hr/> <p>Legendary Creature -- Human Cleric</p> <hr/> <p>Protection from Humans<br/>Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.<br/>{B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</p> <div>2/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Break the Ice</b> (B)(B)</p> <hr/> <p>Sorcery</p> <hr/> <p>Destroy target land that is snow or could produce {C}.<br/>Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                 | <p><b>Break the Ice</b> (B)(B)</p> <hr/> <p>Sorcery</p> <hr/> <p>Destroy target land that is snow or could produce {C}.<br/>Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                 | <p><b>Break the Ice</b> (B)(B)</p> <hr/> <p>Sorcery</p> <hr/> <p>Destroy target land that is snow or could produce {C}.<br/>Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                 | <p><b>Break the Ice</b> (B)(B)</p> <hr/> <p>Sorcery</p> <hr/> <p>Destroy target land that is snow or could produce {C}.<br/>Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                 |

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sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Collective Brutality</div><div>①B</div></div><div>Sorcery</div><div>Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)<br/>Choose one or more --<br/>* Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card.<br/>* Target creature gets -2/-2 until end of turn.<br/>* Target opponent loses 2 life and you gain 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Collective Brutality</div><div>①B</div></div><div>Sorcery</div><div>Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)<br/>Choose one or more --<br/>* Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card.<br/>* Target creature gets -2/-2 until end of turn.<br/>* Target opponent loses 2 life and you gain 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Feed the Swarm</div><div>①B</div></div><div>Sorcery</div><div>Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            | <div><div><div>Feed the Swarm</div><div>①B</div></div><div>Sorcery</div><div>Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            |
| <div><div><div>Force of Despair</div><div>①BB</div></div><div>Instant</div><div>If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost. Destroy all creatures that entered this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                             | <div><div><div>Leyline of the Void</div><div>②BB</div></div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                           | <div><div><div>Leyline of the Void</div><div>②BB</div></div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Leyline of the Void</div><div>②BB</div></div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Surgical Extraction</div> <div>BP</div> </div> <div> <div>Instant</div> <div>           ({B/P} can be paid with either {B} or 2 life.)<br/>           Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.         </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Thoughtseize</div> <div>B</div> </div> <div> <div>Sorcery</div> <div>           Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.         </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Thoughtseize</div> <div>B</div> </div> <div> <div>Sorcery</div> <div>           Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.         </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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Playtest cards - Xerk - Modern (Modern League)

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