## Agadeem's Awakening (X)(B)(B)(B)

Sorcery

Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less.

- - - BACK FACE - - -

## Agadeem, the Undercrypt

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Agadeem's Awakening (X)(B)(B)(B)

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Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less.

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## Agadeem, the Undercrypt

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Bitter Triumph (1)(B)

Instant

As an additional cost to cast this spell, discard a card or pay 3 life.
Destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Bitter Triumph (1)(B)

Instant

As an additional cost to cast this spell, discard a card or pay 3 life.
Destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



## Bitter Triumph (1)(B)

Instant

As an additional cost to cast this spell, discard a card or pay 3 life.
Destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Blooming Marsh

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - renatoaraujo - Pioneer v3 Group C712D0 (Agadeem's Awakening, Cache Grab)** sheet 1/10 - 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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Boseiju, Who Endures

Legendary Land

{T}: Add {G}.
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cache Grab {1}{G}

Instant

Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Caves of Koilos

Land

{T}: Add {C}.
{T}: Add {W} or {B}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Concealed Courtyard

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {W} or {B}.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Emptiness {4}{W/B}{W/B}

Creature -- Elemental Incarnation

When this creature enters, if {W}{W} was spent to cast it, return target creature card with mana value 3 or less from your graveyard to the battlefield.
When this creature enters, if {B}{B} was spent to cast it, put three -1/-1 counters on up to one target creature.
Evoke {W/B}{W/B}

**3/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Esika's Chariot {3}{G}

Legendary Artifact -- Vehicle

When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control.
Crew 4

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Formidable Speaker {2}{G}

Creature -- Elf Druid

When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.
{1}, {T}: Untap another target permanent.

**2/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.
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{1}, {T}: Untap another target permanent.

**2/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Greasefang, Okiba Boss {1}{W}{B}

Legendary Creature -- Rat Pilot

At the beginning of combat on your turn, return target Vehicle card from your graveyard to the battlefield. It gains haste. Return it to its owner's hand at the beginning of your next end step.

**4/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**4/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Multiversal Passage**

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Multiversal Passage**

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**Overlord of the Balemurk** {3}{B}{B}

Enchantment Creature -- Avatar Horror

Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)
Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.

**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Parhelion II** {6}{W}{W}

Legendary Artifact -- Vehicle

Flying, first strike, vigilance
Whenever Parhelion II attacks, create two 4/4 white Angel creature tokens with flying and vigilance that are attacking.
Crew 4 (Tap any number of creatures you control with total power 4 or more: This Vehicle becomes an artifact creature until end of turn.)

**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - renatoaraujo - Pioneer v3 Group C712D0 (Agadeem's Awakening, Cache Grab)** sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Plains**

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Professor of Symbology** {1}{W}

Creature -- Kor Cleric

When this creature enters, learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Playtest cards - renatoaraujo - Pioneer v3 Group C712D0 (Agadeem's Awakening, Cache Grab)** sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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## Temple Garden

Land -- Forest Plains

({T}: Add {G} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Temple Garden

Land -- Forest Plains

({T}: Add {G} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Temple Garden

Land -- Forest Plains

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Temple Garden

Land -- Forest Plains

({T}: Add {G} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Thoughtseize (B)

Sorcery

Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**Thundering Broodwagon** 2BBGG

Artifact -- Vehicle

Reach, menace
When this Vehicle enters, destroy target nonland permanent an opponent controls with mana value 4 or less.
Crew 3
Cycling {2} ({2}, Discard this card: Draw a card.)

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Yathan Roadwatcher** 1WBG

Creature -- Human Scout

When this creature enters, if you cast it, mill four cards. When you do, return target creature card with mana value 3 or less from your graveyard to the battlefield.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Abrupt Decay** BG

Instant

This spell can't be countered.
Destroy target nonland permanent with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

This spell can't be countered.
Destroy target nonland permanent with mana value 3 or less.

[sideboard]

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**Abrupt Decay** BG

Instant

This spell can't be countered.
Destroy target nonland permanent with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Beza, the Bounding Spring** 2WW

Legendary Creature -- Elemental Elk

When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - renatoaraujo - Pioneer v3 Group C712D0 (Agadeem's Awakening, Cache Grab)** sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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## Collective Brutality {1}{B}

Sorcery

Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)
Choose one or more --
* Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card.
* Target creature gets -2/-2 until end of turn.
* Target opponent loses 2 life and you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Sorcery

Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)
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* Target opponent loses 2 life and you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Decorum Dissertation {3}{B}{B}

Sorcery -- Lesson

Target player draws two cards and loses 2 life.
Paradigm (Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Enter the Avatar State {W}

Instant -- Lesson

Until end of turn, target creature you control becomes an Avatar in addition to its other types and gains flying, first strike, lifelink, and hexproof. (A creature with hexproof can't be the target of spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Origin of Metalbending {1}{G}

Instant -- Lesson

Choose one --
* Destroy target artifact or enchantment.
* Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pest Control {W}{B}

Sorcery

Destroy all nonland permanents with mana value 1 or less.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Severance Priest {W}{B}{G}

Creature -- Djinn Cleric

Deathtouch
When this creature enters, target opponent reveals their hand. You may choose a nonland card from it. If you do, exile that card.
When this creature leaves the battlefield, the exiled card's owner creates an X/X white Spirit creature token, where X is the mana value of the exiled card.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Tear Asunder {1}{G}

Instant

Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)
Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## True Ancestry {1}{G}

Sorcery -- Lesson

Return up to one target permanent card from your graveyard to your hand.
Create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Witherbloom Command {B}{G}

Sorcery

Choose two --
* Target player mills three cards, then you return a land card from your graveyard to your hand.
* Destroy target noncreature, nonland permanent with mana value 2 or less.
* Target creature gets -3/-1 until end of turn.
* Target opponent loses 2 life and you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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