## 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}

Sorcery

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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Sorcery

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- - - 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


## Baron Helmut Zemo {B}{B}{B}

Legendary Creature -- Human Noble Villain

Whenever you cast a black spell from your hand, Baron Helmut Zemo connives.
Boast -- Exile any number of black cards from your graveyard with fifteen or more black mana symbols among their mana costs: Copy those exiled cards. You may cast up to three of the copies without paying their mana costs. (Activate only if this creature attacked this turn and only once each turn.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Blackbloom Rogue {2}{B}

Creature -- Human Rogue

Menace (This creature can't be blocked except by two or more creatures.)
This creature gets +3/+0 as long as an opponent has eight or more cards in their graveyard.

2/3

- - - BACK FACE - - -

## Blackbloom Bog

Land

This land enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - kuroshia - Pioneer v3 Group 4DA1A3 (Baron Helmut Zemo, Revival // Revenge** 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.

## Blackbloom Rogue 2B

Creature -- Human Rogue

Menace (This creature can't be blocked except by two or more creatures.)
This creature gets +3/+0 as long as an opponent has eight or more cards in their graveyard.

**2/3**

- - - BACK FACE - - -

## Blackbloom Bog

Land

This land enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Bloodletter of Aclazotz 1BBB

Creature -- Vampire Demon

Flying
If an opponent would lose life during your turn, they lose twice that much life instead. (Damage causes loss of life.)

**2/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Bloodletter of Aclazotz 1BBB

Creature -- Vampire Demon

Flying
If an opponent would lose life during your turn, they lose twice that much life instead. (Damage causes loss of life.)

**2/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Bloodletter of Aclazotz 1BBB

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Flying
If an opponent would lose life during your turn, they lose twice that much life instead. (Damage causes loss of life.)

**2/4**

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## Bloodletter of Aclazotz 1BBB

Creature -- Vampire Demon

Flying
If an opponent would lose life during your turn, they lose twice that much life instead. (Damage causes loss of life.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Castle Locthwain

Land

This land enters tapped unless you control a Swamp.
{T}: Add {B}.
{1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Castle Locthwain

Land

This land enters tapped unless you control a Swamp.
{T}: Add {B}.
{1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Deathrite Shaman B/G

Creature -- Elf Shaman

{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)
{B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.
{G}, {T}: Exile target creature card from a graveyard. You gain 2 life.

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Deathrite Shaman (B/G)

Creature -- Elf Shaman

{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)
{B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.
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**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Eclipsed Elf (B/G)(B/G)(B/G)

Creature -- Elf Scout

When this creature enters, look at the top four cards of your library. You may reveal an Elf, Swamp, or Forest card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Eclipsed Elf (B/G)(B/G)(B/G)

Creature -- Elf Scout

When this creature enters, look at the top four cards of your library. You may reveal an Elf, Swamp, or Forest card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Elven Passage

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. You may behold an Elf. If you do, untap that land. (To behold an Elf, choose an Elf you control or reveal an Elf card from your hand.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fatal Push {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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Invoke Despair {1}{B}{B}{B}{B}

Sorcery

Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Invoke Despair {1}{B}{B}{B}{B}

Sorcery

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - kuroshia - Pioneer v3 Group 4DA1A3 (Baron Helmut Zemo, Revival // Revenge** sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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**Lluwen, Imperfect Naturalist** {B/G}{B/G}

Legendary Creature -- Elf Druid

When Lluwen enters, mill four cards, then you may put a creature or land card from among the milled cards on top of your library.
{2}{B/G}{B/G}{B/G}, {T}, Discard a land card: Create a 1/1 black and green Worm creature token for each land card in your graveyard.

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Lluwen, Imperfect Naturalist** {B/G}{B/G}

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**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**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

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Enchantment Creature -- Avatar Horror

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**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Revival** {W/B}{W/B}

Sorcery

Return target creature card with mana value 3 or less from your graveyard to the battlefield.

- - - RIGHT HALF - - -

**Revenge** {4}{W}{B}

Sorcery

Double your life total. Target opponent loses half their life, rounded up.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Revival {W/B}{W/B}

Sorcery

Return target creature card with mana value 3 or less from your graveyard to the battlefield.

- - - RIGHT HALF - - -

## Revenge {4}{W}{B}

Sorcery

Double your life total. Target opponent loses half their life, rounded up.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Revival {W/B}{W/B}

Sorcery

Return target creature card with mana value 3 or less from your graveyard to the battlefield.

- - - RIGHT HALF - - -

## Revenge {4}{W}{B}

Sorcery

Double your life total. Target opponent loses half their life, rounded up.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Revival {W/B}{W/B}

Sorcery

Return target creature card with mana value 3 or less from your graveyard to the battlefield.

- - - RIGHT HALF - - -

## Revenge {4}{W}{B}

Sorcery

Double your life total. Target opponent loses half their life, rounded up.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Shadowy Backstreet

Land -- Plains Swamp

({T}: Add {W} or {B}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

({T}: Add {B}.)


PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Swamp

({T}: 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.

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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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

## Underground Mortuary

Land -- Swamp Forest

({T}: Add {B} or {G}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ashiok, Dream Render {1}{U/B}{U/B}

Legendary Planeswalker -- Ashiok

Spells and abilities your opponents control can't cause their controller to search their library.
[-1]: Target player mills four cards. Then exile each opponent's graveyard.

[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ashiok, Dream Render {1}{U/B}{U/B}

Legendary Planeswalker -- Ashiok

Spells and abilities your opponents control can't cause their controller to search their library.
[-1]: Target player mills four cards. Then exile each opponent's graveyard.

[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Day of Black Sun {X}{B}{B}

Sorcery

Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Day of Black Sun {X}{B}{B}

Sorcery

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - kuroshia - Pioneer v3 Group 4DA1A3 (Baron Helmut Zemo, Revival // Revenge** sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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## Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Go for the Throat {1}{B}

Instant

Destroy target nonartifact creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Go for the Throat {1}{B}

Instant

Destroy target nonartifact creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sheoldred, the Apocalypse {2}{B}{B}

Legendary Creature -- Phyrexian Praetor

Deathtouch
Whenever you draw a card, you gain 2 life.
Whenever an opponent draws a card, they lose 2 life.

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sheoldred, the Apocalypse {2}{B}{B}

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Whenever you draw a card, you gain 2 life.
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[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Unholy Annex {2}{B}

Enchantment -- Room

At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.
(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

[sideboard]

- - - RIGHT HALF - - -

## Ritual Chamber {3}{B}{B}

Enchantment -- Room

When you unlock this door, create a 6/6 black Demon creature token with flying.
(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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[sideboard]

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Weathered Runestone {2}

Artifact

Nonland permanent cards in graveyards and libraries can't enter the battlefield.
Players can't cast spells from graveyards or libraries.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - kuroshia - Pioneer v3 Group 4DA1A3 (Baron Helmut Zemo, Revival // Revenge** sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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