Agrus Kos, Spirit of Justice {2}{R}{W}

Legendary Creature -- Spirit Detective

Double strike, vigilance
Whenever Agrus Kos enters or attacks, choose up to one target creature. If it's suspected, exile it. Otherwise, suspect it. (A suspected creature has menace and can't block.)

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Spirit Detective

Double strike, vigilance
Whenever Agrus Kos enters or attacks, choose up to one target creature. If it's suspected, exile it. Otherwise, suspect it. (A suspected creature has menace and can't block.)

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Alquist Proft, Master Sleuth {1}{W}{U}

Legendary Creature -- Human Detective

Vigilance
When Alquist Proft enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")
{X}{W}{U}{U}, {T}, Sacrifice a Clue: You draw X cards and gain X life.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arcane Sanctum

Land

This land enters tapped.
{T}: Add {W}, {U}, or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped.
{T}: Add {W}, {U}, or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Spatter Analysis {B}{R}

Enchantment

When this enchantment enters, it deals 3 damage to target creature an opponent controls.
Whenever one or more creatures die, mill a card and put a bloodstain counter on this enchantment. Then sacrifice it if it has five or more bloodstain counters on it. When you do, return target creature card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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Blood Spatter Analysis {B}{R}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Buried in the Garden {2}{G}{W}

Enchantment -- Aura

Enchant land
When this Aura enters, exile target nonland permanent you don't control until this Aura leaves the battlefield.
Whenever enchanted land is tapped for mana, its controller adds an additional one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment -- Aura

Enchant land
When this Aura enters, exile target nonland permanent you don't control until this Aura leaves the battlefield.
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Whenever enchanted land is tapped for mana, its controller adds an additional one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crumbling Necropolis

Land

This land enters tapped.
{T}: Add {U}, {B}, or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Etrata, Deadly Fugitive {1}{U}{B}

Legendary Creature -- Vampire Assassin

Deathtouch
Face-down creatures you control have "{2}{U}{B}: Turn this creature face up. If you can't, exile it, then you may cast the exiled card without paying its mana cost."
Whenever an Assassin you control deals combat damage to an opponent, cloak the top card of that player's library.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Deathtouch
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Whenever an Assassin you control deals combat damage to an opponent, cloak the top card of that player's library.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Godless Shrine

Land -- Plains Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Godless Shrine

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({T}: Add {W} or {B}.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gold-Forged Thopteryx {W}{U}

Artifact Creature -- Dinosaur Thopter

Flying, lifelink
Each legendary permanent you control has ward {2}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)

1/3

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Playtest cards - MurkyAztec - FreeForm (Fantasy Standard Weekly) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jungle Shrine

Land

This land enters tapped.
{T}: Add {R}, {G}, or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kaya, Spirits' Justice 2{W}{B}

Legendary Planeswalker -- Kaya

Whenever one or more creatures you control and/or creature cards in your graveyard are put into exile, you may choose a creature card from among them. Until end of turn, target token you control becomes a copy of it, except it has flying.
[+2]: Surveil 2, then exile a card from a graveyard.
[+1]: Create a 1/1 white and black Spirit creature token with flying.
[-2]: Exile target creature you control. For each other player, exile up to one target creature that player controls.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kellan, Inquisitive Prodigy 2{G}{U}

Legendary Creature -- Human Faerie Detective

Flying, vigilance
Whenever Kellan attacks, destroy up to one target artifact. If you controlled that permanent, draw a card.

3/4

- - - ADVENTURE - - -

Tail the Suspect {G}{U}

Sorcery -- Adventure

Investigate. You may play an additional land this turn. (Then exile this card. You may cast the creature later from exile.)

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Lazav, Wearer of Faces (U)(B)

Legendary Creature -- Shapeshifter Detective

Whenever Lazav attacks, exile target card from a graveyard, then investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you sacrifice a Clue, you may have Lazav become a copy of a creature card exiled with it until end of turn.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lazav, Wearer of Faces (U)(B)

Legendary Creature -- Shapeshifter Detective

Whenever Lazav attacks, exile target card from a graveyard, then investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you sacrifice a Clue, you may have Lazav become a copy of a creature card exiled with it until end of turn.

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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lush Portico

Land -- Forest Plains

({T}: Add {G} or {W}.)
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

Niv-Mizzet, Guildpact (W)(U)(B)(R)(G)

Legendary Creature -- Dragon Avatar

Flying, hexproof from multicolored Whenever Niv-Mizzet deals combat damage to a player, it deals X damage to any target, target player draws X cards, and you gain X life, where X is the number of different color pairs among permanents you control that are exactly two colors.

6/6

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Savage Lands

Land

This land enters tapped.
{T}: Add {B}, {R}, or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped.
{T}: Add {B}, {R}, or {G}.

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Land

This land enters tapped.
{T}: Add {B}, {R}, or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seaside Citadel

Land

This land enters tapped.
{T}: Add {G}, {W}, or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped.
{T}: Add {G}, {W}, or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped.
{T}: Add {G}, {W}, or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steam Vents

Land -- Island Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stomping Ground

Land -- Mountain Forest

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Teysa, Opulent Oligarch (1)(W)(B)

Legendary Creature -- Human Advisor

Deathtouch
At the beginning of your end step, investigate for each opponent who lost life this turn.
Whenever a Clue you control is put into a graveyard from the battlefield, create a 1/1 white and black Spirit creature token with flying. This ability triggers only once each turn.

2/3

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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Kenriths' Royal Funeral (2)(W)(B)

Legendary Enchantment

When The Kenriths' Royal Funeral enters, exile up to two target legendary creature cards from your graveyard. You draw X cards and you lose X life, where X is the greatest mana value among cards exiled this way.
Legendary spells you cast cost {1} less to cast for each card exiled with The Kenriths' Royal Funeral.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tidehollow Sculler (W)(B)

Artifact Creature -- Zombie

When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.
When this creature leaves the battlefield, return the exiled card to its owner's hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

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

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({T}: Add {B} or {G}.)
This land enters tapped.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burning-Tree Shaman (1)(R)(G)

Creature -- Centaur Shaman

Whenever a player activates an ability that isn't a mana ability, this creature deals 1 damage to that player.

[sideboard]

3/4

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Jirina, Dauntless General {W}{B}

Legendary Creature -- Human Soldier

When Jirina enters, exile target player's graveyard.
Sacrifice Jirina: Humans you control gain hexproof and indestructible until end of turn.

[sideboard]

2/2

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kellan, Inquisitive Prodigy {2}{G}{U}

Legendary Creature -- Human Faerie Detective

Flying, vigilance
Whenever Kellan attacks, destroy up to one target artifact. If you controlled that permanent, draw a card.

[sideboard]

3/4

- - - ADVENTURE - - -

Tail the Suspect {G}{U}

Sorcery -- Adventure

Investigate. You may play an additional land this turn. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Teysa, Opulent Oligarch {1}{W}{B}

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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tomik, Wielder of Law {1}{W}{B}

Legendary Creature -- Human Advisor

Affinity for planeswalkers (This spell costs {1} less to cast for each planeswalker you control.)
Flying, vigilance
Whenever an opponent attacks with creatures, if two or more of those creatures are attacking you and/or planeswalkers you control, that opponent loses 3 life and you draw a card.

[sideboard]

2/4

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[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MurkyAztec - FreeForm (Fantasy Standard Weekly) 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.