Case File Auditor {2}{W}

Creature -- Human Detective

When this creature enters and whenever you solve a Case, look at the top six cards of your library. You may reveal an enchantment card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.
You may spend mana as though it were mana of any color to cast Case spells.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Case of the Pilfered Proof {1}{W}

Enchantment -- Case

Whenever a Detective you control enters or is turned face up, put a +1/+1 counter on it.
To solve -- You control three or more Detectives. (If unsolved, solve at the beginning of your end step.)
Solved -- If one or more tokens would be created under your control, those tokens plus a Clue token are created instead. (It's an artifact with "{2}, Sacrifice this token: Draw a card.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Case of the Pilfered Proof {1}{W}

Enchantment -- Case

Whenever a Detective you control enters or is turned face up, put a +1/+1 counter on it.
To solve -- You control three or more Detectives. (If unsolved, solve at the beginning of your end step.)
Solved -- If one or more tokens would be created under your control, those tokens plus a Clue token are created instead. (It's an artifact with "{2}, Sacrifice this token: Draw a card.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Doppelgang {X}{X}{X}{G}{U}

Sorcery

For each of X target permanents, create X tokens that are copies of that permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Due Diligence {2}{W}

Enchantment -- Aura

Enchant creature
When this Aura enters, target creature you control other than enchanted creature gets +2/+2 and gains vigilance until end of turn.
Enchanted creature gets +2/+2 and has vigilance.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evidence Examiner {G}{U}

Creature -- Merfolk Detective

At the beginning of combat on your turn, you may collect evidence 4. (Exile cards with total mana value 4 or greater from your graveyard.)
Whenever you collect evidence, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evidence Examiner {G}{U}

Creature -- Merfolk Detective

At the beginning of combat on your turn, you may collect evidence 4. (Exile cards with total mana value 4 or greater from your graveyard.)
Whenever you collect evidence, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - kyuru - FreeForm (??????????) sheet 1/7 - 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.

Forest

Basic Land -- Forest

({T}: Add {G}.)

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

Inside Source {2}{W}

Creature -- Human Citizen

When this creature enters, create a 2/2 white and blue Detective creature token.
{3}, {T}: Target Detective you control gets +2/+0 and gains vigilance until end of turn. Activate only as a sorcery.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inside Source {2}{W}

Creature -- Human Citizen

When this creature enters, create a 2/2 white and blue Detective creature token.
{3}, {T}: Target Detective you control gets +2/+0 and gains vigilance until end of turn. Activate only as a sorcery.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Izoni, Center of the Web 4BG

Legendary Creature -- Elf Detective

Menace
Whenever Izoni enters or attacks, you may collect evidence 4. If you do, create two 2/1 black and green Spider creature tokens with reach and menace.
Sacrifice four tokens: Surveil 2, then draw two cards. You gain 2 life.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Loxodon Eavesdropper 3G

Creature -- Elephant Detective

When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")
Whenever you draw your second card each turn, this creature gets +1/+1 and gains vigilance until end of turn.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Makeshift Binding 2W

Enchantment

When this enchantment enters, exile target creature an opponent controls until this enchantment leaves the battlefield. You gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Marketwatch Phantom 1W

Creature -- Spirit Detective

Whenever another creature you control with power 2 or less enters, this creature gains flying until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meticulous Archive

Land -- Plains Island

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

Museum Nightwatch 3W

Creature -- Centaur Soldier

When this creature dies, create a 2/2 white and blue Detective creature token.
Disguise {1}{W} (You may cast this card face down for {3} as a 2/2 creature with ward {2}. Turn it face up any time for its disguise cost.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Novice Inspector W

Creature -- Human Detective

When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

No Witnesses 2WW

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. (To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Perimeter Enforcer {1}{W}

Creature -- Human Detective

Flying, lifelink
Whenever another Detective you control enters and whenever a Detective you control is turned face up, this creature gets +1/+1 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Perimeter Enforcer {1}{W}

Creature -- Human Detective

Flying, lifelink
Whenever another Detective you control enters and whenever a Detective you control is turned face up, this creature gets +1/+1 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - kyuru - FreeForm (??????????) sheet 4/7 - 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.

Projektor Inspector {2}{U}

Creature -- Human Detective

Whenever this creature or another Detective you control enters and whenever a Detective you control is turned face up, you may draw a card. If you do, discard a card.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Public Thoroughfare

Land

This land enters tapped.
When this land enters, sacrifice it unless you tap an untapped artifact or land you control.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rubblebelt Maverick {G}

Creature -- Human Detective

When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)
{G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sample Collector {2}{G}

Creature -- Troll Detective

Whenever this creature attacks, you may collect evidence 3. When you do, put a +1/+1 counter on target creature you control. (To collect evidence 3, exile cards with total mana value 3 or greater from your graveyard.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Topiary Panther {4}{G}{G}

Creature -- Plant Cat

Trample
Basic landcycling {1}{G} ({1}{G}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vengeful Creeper {4}{G}

Creature -- Plant Elemental

Disguise {5}{G} (You may cast this card face down for {3} as a 2/2 creature with ward {2}. Turn it face up any time for its disguise cost.)
When this creature is turned face up, destroy target artifact or enchantment an opponent controls.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vitu-Ghazi Inspector {1}{G}

Creature -- Elf Detective

As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.)
Reach
When this creature enters, if evidence was collected, put a +1/+1 counter on target creature and you gain 2 life.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - kyuru - FreeForm (??????????) sheet 5/7 - 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.

Airtight Alibi {2}{G}

Enchantment -- Aura

Flash
Enchant creature
When this Aura enters, untap enchanted creature. It gains hexproof until end of turn. If it's suspected, it's no longer suspected.
Enchanted creature gets +2/+2 and can't become suspected.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crimestopper Sprite {2}{U}

Creature -- Faerie Detective

As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.)
Flying
When this creature enters, tap target creature. If evidence was collected, put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Griffnaut Tracker {3}{W}

Creature -- Human Detective

Flying
When this creature enters, exile up to two target cards from a single graveyard.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Haazda Vigilante {4}{W}

Creature -- Giant Soldier

Whenever this creature enters or attacks, put a +1/+1 counter on target creature you control with power 2 or less.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Innocent Bystander {1}{R}

Creature -- Goblin Citizen

Whenever this creature is dealt 3 or more damage, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of the Guildpact {G/W}{G/U}{B/G}{R/G}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
Each nonland permanent you control is all colors.
Lands you control are every basic land type in addition to their other types.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

On the Job {2}{W}{W}

Instant

Creatures you control get +2/+1 until end of turn. Investigate. (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

On the Job {2}{W}{W}

Instant

Creatures you control get +2/+1 until end of turn. Investigate. (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

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Sudden Setback {2}{U}{U}

Instant

The owner of target spell or nonland permanent puts it on their choice of the top or bottom of their library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sudden Setback {2}{U}{U}

Instant

The owner of target spell or nonland permanent puts it on their choice of the top or bottom of their library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thinking Cap {1}

Artifact -- Equipment

Equipped creature gets +1/+2.
Equip Detective {1}
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tin Street Gossip {2}{R}{G}

Creature -- Lizard Advisor

Vigilance
{T}: Add {R}{G}. Spend this mana only to cast face-down spells or to turn creatures face up.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tin Street Gossip {2}{R}{G}

Creature -- Lizard Advisor

Vigilance
{T}: Add {R}{G}. Spend this mana only to cast face-down spells or to turn creatures face up.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - kyuru - FreeForm (??????????) sheet 7/7 - 5 cards - 2.5 x 3.5 in each

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