Bubble Smuggler {1}{U}

Creature -- Octopus Fish

Disguise {5}{U} (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.)
As this creature is turned face up, put four +1/+1 counters on it.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bubble Smuggler {1}{U}

Creature -- Octopus Fish

Disguise {5}{U} (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.)
As this creature is turned face up, put four +1/+1 counters on it.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cold Case Cracker {3}{U}

Creature -- Spirit Detective

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

3/3

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.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crimestopper Sprite {2}{U}

Creature -- Faerie Detective

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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.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cryptic Coat {2}{U}

Artifact -- Equipment

When this Equipment enters, cloak the top card of your library, then attach this Equipment to it. (To cloak a card, put it onto the battlefield face down as a 2/2 creature with ward {2}. Turn it face up any time for its mana cost if it's a creature card.)
Equipped creature gets +1/+0 and can't be blocked.
{1}{U}: Return this Equipment to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Curious Cadaver {2}{U}{B}

Creature -- Zombie Detective

Flying
When you sacrifice a Clue, return this card from your graveyard to your hand.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deduce {1}{U}

Instant

Draw a card. 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

Playtest cards - twuruki - 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.

Escape Tunnel

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
{T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exit Specialist {1}{U}

Creature -- Human Detective

This creature can't be blocked by creatures with power 3 or greater.
Disguise {1}{U} (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, return another target creature to its owner's hand.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Extract a Confession {1}{B}

Sorcery

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.)
Each opponent sacrifices a creature of their choice. If evidence was collected, instead each opponent sacrifices a creature with the greatest power among creatures they control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Extract a Confession {1}{B}

Sorcery

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.)
Each opponent sacrifices a creature of their choice. If evidence was collected, instead each opponent sacrifices a creature with the greatest power among creatures they control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

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Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jaded Analyst (1)(U)

Creature -- Human Detective

Defender
Whenever you draw your second card each turn, this creature loses defender and gains vigilance until end of turn.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Out Cold (3)(U)

Instant

This spell can't be countered. (This includes by the ward ability.)
Tap up to two target creatures and put a stun counter on each of them.
Investigate. (If a permanent with a stun counter would become untapped, remove one from it instead.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Out Cold (3)(U)

Instant

This spell can't be countered. (This includes by the ward ability.)
Tap up to two target creatures and put a stun counter on each of them.
Investigate. (If a permanent with a stun counter would become untapped, remove one from it instead.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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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

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

Repeat Offender {1}{B}

Creature -- Human Assassin

{2}{B}: If this creature is suspected, put a +1/+1 counter on it. Otherwise, suspect it. (A suspected creature has menace and can't block.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Repeat Offender {1}{B}

Creature -- Human Assassin

{2}{B}: If this creature is suspected, put a +1/+1 counter on it. Otherwise, suspect it. (A suspected creature has menace and can't block.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slimy Dualleech {3}{B}

Creature -- Leech

At the beginning of combat on your turn, target creature you control with power 2 or less gets +1/+0 and gains deathtouch until end of turn.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snarling Gorehound {B}

Creature -- Dog

Menace
Whenever another creature you control with power 2 or less enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snarling Gorehound {B}

Creature -- Dog

Menace
Whenever another creature you control with power 2 or less enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - twuruki - FreeForm (??????????) sheet 4/7 - 8 cards - 2.5 x 3.5 in each

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Swamp

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Toxin Analysis {B}

Instant

Target creature gains deathtouch and lifelink until end of turn.
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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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

Dramatic Accusation {2}{U}

Enchantment -- Aura

Enchant creature
When this Aura enters, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.
{U}{U}: Shuffle enchanted creature into its owner's library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Essence of Antiquity {3}{W}{W}

Artifact Creature -- Golem

Disguise {2}{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.)
When this creature is turned face up, creatures you control gain hexproof until end of turn. Untap them.

[sideboard]

1/10

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Frantic Scapegoat {R}

Creature -- Goat

Haste
When this creature enters, suspect it. (It has menace and can't block.)
Whenever one or more other creatures you control enter, if this creature is suspected, you may suspect one of the other creatures. If you do, this creature is no longer suspected.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gearbane Orangutan {2}{R}

Creature -- Ape

Reach
When this creature enters, choose one --
* Destroy up to one target artifact.
* Sacrifice an artifact. If you do, put two +1/+1 counters on this creature.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Granite Witness {2}{W}{U}

Artifact Creature -- Gargoyle Detective

Flying, vigilance
Disguise {W/U}{W/U} (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, you may tap or untap target creature.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hustle {U/R}

Instant

Target creature attacks or blocks this turn if able.

[sideboard]

- - - RIGHT HALF - - -

Bustle {4}{R/G}{R/G}

Sorcery

Creatures you control get +2/+2 and gain trample until end of turn. You may turn a creature you control face up.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magnifying Glass {3}

Artifact

{T}: Add {C}.
{4}, {T}: Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

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Nervous Gardener {1}{G}

Creature -- Dryad

Disguise {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, search your library for a land card with a basic land type, reveal it, put it into your hand, then shuffle.

[sideboard]

2/2

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

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.

[sideboard]

1/1

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.

[sideboard]

1/1

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.

[sideboard]

1/1

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]

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