Auspicious Arrival {1}{W}

Instant

Target creature gets +2/+2 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

Benthic Criminologists {4}{U}

Creature -- Merfolk Wizard

Whenever this creature enters or attacks, you may sacrifice an artifact. If you do, draw a card.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Branch of Vitu-Ghazi

Land

{T}: Add {C}.
Disguise {3} (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 land is turned face up, add two mana of any one color. Until end of turn, you don't lose this mana as steps and phases end.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Case of the Filched Falcon {U}

Enchantment -- Case

When this Case enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")
To solve -- You control three or more artifacts. (If unsolved, solve at the beginning of your end step.)
Solved -- {2}{U}, Sacrifice this Case: Put four +1/+1 counters on target noncreature artifact. It becomes a 0/0 Bird creature with flying in addition to its other types.

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

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

Cryptex {2}

Artifact

{T}, Collect evidence 3: Add one mana of any color. Put an unlock counter on this artifact. (To collect evidence 3, exile cards with total mana value 3 or greater from your graveyard.)
Sacrifice this artifact: Surveil 3, then draw three cards. Activate only if this artifact has five or more unlock counters on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dog Walker {R}{W}

Creature -- Human Citizen

Vigilance
Disguise {R/W}{R/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, create two tapped 1/1 white Dog creature tokens.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - CuT, Atsuya - FreeForm (??????????) sheet 1/8 - 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.

Dog Walker {R}{W}

Creature -- Human Citizen

Vigilance
Disguise {R/W}{R/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, create two tapped 1/1 white Dog creature tokens.

3/1

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.

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.

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

Ezrim, Agency Chief {1}{W}{W}{U}{U}

Legendary Creature -- Archon Detective

Flying
When Ezrim enters, investigate twice. (To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")
{1}, Sacrifice an artifact: Ezrim gains your choice of vigilance, lifelink, or hexproof until end of turn.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Snoop {1}{U}{B}

Creature -- Faerie Detective

Flying
Disguise {1}{U/B}{U/B} (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, look at the top two cards of your library. Put one into your hand and the other into your graveyard.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gadget Technician {2}{U}{R}

Creature -- Goblin Artificer

When this creature enters or is turned face up, create a 1/1 colorless Thopter artifact creature token with flying.
Disguise {U/R}{U/R} (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

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.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {U}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Island

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - CuT, Atsuya - FreeForm (??????????) sheet 3/8 - 8 cards - 2.5 x 3.5 in each

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Marketwatch Phantom {1}{W}

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

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

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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

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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 - CuT, Atsuya - FreeForm (??????????) sheet 4/8 - 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.

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Proft's Eidetic Memory (1)(U)

Legendary Enchantment

When Proft's Eidetic Memory enters, draw a card.
You have no maximum hand size.
At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one.

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

Sanitation Automaton (2)

Artifact Creature -- Construct

When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sanitation Automaton (2)

Artifact Creature -- Construct

When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sanitation Automaton (2)

Artifact Creature -- Construct

When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seasoned Consultant (1)(W)

Creature -- Human Detective

Whenever you attack with three or more creatures, this creature gets +2/+0 until end of turn.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tenth District Hero (1)(W)

Creature -- Human

{1}{W}, Collect evidence 2: This creature becomes a Human Detective with base power and toughness 4/4 and gains vigilance.
{2}{W}, Collect evidence 4: If this creature is a Detective, it becomes a legendary creature named Mileva, the Stalwart, it has base power and toughness 5/5, and it gains "Other creatures you control have indestructible."

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - CuT, Atsuya - FreeForm (??????????) sheet 5/8 - 8 cards - 2.5 x 3.5 in each

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Behind the Mask {U}

Instant

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.)
Until end of turn, target artifact or creature becomes an artifact creature with base power and toughness 4/3. If evidence was collected, it has base power and toughness 1/1 until end of turn instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Benthic Criminologists {4}{U}

Creature -- Merfolk Wizard

Whenever this creature enters or attacks, you may sacrifice an artifact. If you do, draw a card.

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Branch of Vitu-Ghazi

Land

{T}: Add {C}.
Disguise {3} (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 land is turned face up, add two mana of any one color. Until end of turn, you don't lose this mana as steps and phases end.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Defenestrated Phantom {4}{W}{W}

Creature -- Spirit

Flying
Disguise {4}{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.)

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Expedited Inheritance {R}{R}

Enchantment

Whenever a creature is dealt damage, its controller may exile that many cards from the top of their library. They may play those cards until the end of their next turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

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

Illicit Masquerade {3}{B}

Enchantment

Flash
When this enchantment enters, put an impostor counter on each creature you control.
Whenever a creature you control with an impostor counter on it dies, exile it. Return up to one other target creature card from your graveyard to the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kylox, Visionary Inventor 5UR

Legendary Creature -- Lizard Artificer

Menace, ward {2}, haste
Whenever Kylox attacks, sacrifice any number of other creatures, then exile the top X cards of your library, where X is their total power. You may cast any number of instant and/or sorcery spells from among the exiled cards without paying their mana costs.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Macabre Reconstruction 3B

Sorcery

This spell costs {2} less to cast if a creature card was put into your graveyard from anywhere this turn.
Return up to two target creature cards from your graveyard to your hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pick Your Poison G

Sorcery

Choose one --
* Each opponent sacrifices an artifact of their choice.
* Each opponent sacrifices an enchantment of their choice.
* Each opponent sacrifices a creature with flying of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reasonable Doubt 1U

Instant

Counter target spell unless its controller pays {2}.
Suspect up to one target creature. (A suspected creature has menace and can't block.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - CuT, Atsuya - FreeForm (??????????) sheet 7/8 - 8 cards - 2.5 x 3.5 in each

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Sanctuary Wall {1}{W}

Artifact Creature -- Wall

Defender
{2}{W}, {T}: Tap target creature. You may put a stun counter on it. If you do, put a stun counter on this creature. (If a permanent with a stun counter would become untapped, remove one from it instead.)

[sideboard]

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slice from the Shadows {X}{B}

Instant

This spell can't be countered. (This includes by the ward ability.)
Target creature gets -X/-X until end of turn.

[sideboard]

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.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - CuT, Atsuya - FreeForm (??????????) sheet 8/8 - 4 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.