Assemble the Players {1}{W}

Enchantment

You may look at the top card of your library any time.
Once each turn, you may cast a creature spell with power 2 or less from the top of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Barbed Servitor {3}{B}

Artifact Creature -- Construct

Indestructible
When this creature enters, suspect it. (It has menace and can't block.)
Whenever this creature deals combat damage to a player, you draw a card and you lose 1 life.
Whenever this creature is dealt damage, target opponent loses that much life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 Gateway Express {1}{W}

Enchantment -- Case

When this Case enters, choose target creature you don't control. Each creature you control deals 1 damage to that creature.
To solve -- Three or more creatures attacked this turn. (If unsolved, solve at the beginning of your end step.)
Solved -- Creatures you control get +1/+0.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deadly Cover-Up {3}{B}{B}

Sorcery

As an additional cost to cast this spell, you may collect evidence 6.
Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

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

Karlov Watchdog {3}{W}

Creature -- Dog

Vigilance
Permanents your opponents control can't be turned face up during your turn.
Whenever you attack with three or more creatures, creatures you control get +1/+1 until end of turn.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leering Onlooker {1}{B}

Creature -- Vampire

Flying
{2}{B}{B}, Exile this card from your graveyard: Create two tapped 1/1 black Bat creature tokens with flying.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kitamura, Shuhei - 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.

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1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying
{2}{B}{B}, Exile this card from your graveyard: Create two tapped 1/1 black Bat creature tokens with flying.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Makeshift Binding {2}{W}

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

Murder {1}{B}{B}

Instant

Destroy target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nightdrinker Moroii {3}{B}

Creature -- Vampire

Flying
When this creature enters, you lose 3 life.
Disguise {B}{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.)

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Outrageous Robbery {X}{B}{B}

Instant

Target opponent exiles the top X cards of their library face down. You may look at and play those cards for as long as they remain exiled. If you cast a spell this way, you may spend mana as though it were mana of any type to cast it.

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sanguine Savior {1}{W}{B}

Creature -- Vampire Cleric

Flying, lifelink
Disguise {W/B}{W/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, another target creature you control gains lifelink until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scene of the Crime

Artifact Land -- Clue

This land enters tapped.
{T}: Add {C}.
{T}, Tap an untapped creature you control: Add one mana of any color.
{2}, Sacrifice this land: Draw a card.

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.

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

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

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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

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Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Swamp

({T}: Add {B}.)

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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

Playtest cards - Kitamura, Shuhei - 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.

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

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

Treacherous Greed (1)(W)(B)

Instant

As an additional cost to cast this spell, sacrifice a creature that dealt damage this turn.
Draw three cards. Each opponent loses 3 life and you gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unscrupulous Agent (1)(B)

Creature -- Elf Detective

When this creature enters, target opponent exiles a card from their hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wispdrinker Vampire (2)(W)(B)

Creature -- Vampire Rogue

Flying
Whenever another creature you control with power 2 or less enters, each opponent loses 1 life and you gain 1 life.
{5}{W}{B}: Creatures you control with power 2 or less gain deathtouch and lifelink until end of turn.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wispdrinker Vampire (2)(W)(B)

Creature -- Vampire Rogue

Flying
Whenever another creature you control with power 2 or less enters, each opponent loses 1 life and you gain 1 life.
{5}{W}{B}: Creatures you control with power 2 or less gain deathtouch and lifelink until end of turn.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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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.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Case of the Ransacked Lab {2}{U}

Enchantment -- Case

Instant and sorcery spells you cast cost {1} less to cast.
To solve -- You've cast four or more instant and sorcery spells this turn. (If unsolved, solve at the beginning of your end step.)
Solved -- Whenever you cast an instant or sorcery spell, draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Case of the Shattered Pact {2}

Enchantment -- Case

When this Case enters, search your library for a basic land card, reveal it, put it into your hand, then shuffle.
To solve -- There are five colors among permanents you control. (If unsolved, solve at the beginning of your end step.)
Solved -- At the beginning of combat on your turn, target creature you control gains flying, double strike, and vigilance until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cease {1}{B/G}

Instant

Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.

[sideboard]

- - - RIGHT HALF - - -

Desist {4}{G/W}{G/W}

Sorcery

Destroy all artifacts and enchantments.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clandestine Meddler {2}{B}

Creature -- Vampire Rogue

When this creature enters, suspect up to one other target creature you control. (A suspected creature has menace and can't block.)
Whenever one or more suspected creatures you control attack, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clandestine Meddler {2}{B}

Creature -- Vampire Rogue

When this creature enters, suspect up to one other target creature you control. (A suspected creature has menace and can't block.)
Whenever one or more suspected creatures you control attack, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

[sideboard]

3/2

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.

[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

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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.

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Festerleech {B}

Creature -- Zombie Leech

Whenever this creature deals combat damage to a player, you mill two cards.
{1}{B}: This creature gets +2/+2 until end of turn. Activate only once each turn.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Festerleech {B}

Creature -- Zombie Leech

Whenever this creature deals combat damage to a player, you mill two cards.
{1}{B}: This creature gets +2/+2 until end of turn. Activate only once each turn.

[sideboard]

1/1

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

Judith, Carnage Connoisseur {3}{B}{R}

Legendary Creature -- Human Shaman

Whenever you cast an instant or sorcery spell, choose one --
* That spell gains deathtouch and lifelink.
* Create a 2/2 red Imp creature token with "When this token dies, it deals 2 damage to each opponent."

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lead Pipe {B}

Artifact -- Clue Equipment

Equipped creature gets +2/+0.
Whenever equipped creature dies, each opponent loses 1 life.
{2}, Sacrifice this Equipment: Draw a card.
Equip {2}

[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

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.)

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Rubblebelt Braggart {4}{R}

Creature -- Lizard Warrior

Whenever this creature attacks, if it's not suspected, you may suspect it. (A suspected creature has menace and can't block.)

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrench {W}

Artifact -- Clue Equipment

Equipped creature gets +1/+1 and has vigilance and "{3}, {T}: Tap target creature."
{2}, Sacrifice this Equipment: Draw a card.
Equip {2}

[sideboard]

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.