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.)

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Aurelia, the Law Above {3}{R}{W}

Legendary Creature -- Angel

Flying, vigilance, haste
Whenever a player attacks with three or more creatures, you draw a card.
Whenever a player attacks with five or more creatures, Aurelia deals 3 damage to each of your opponents and you gain 3 life.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Bite Down on Crime {3}{G}

Sorcery

As an additional cost to cast this spell, you may collect evidence 6. This spell costs {2} less to cast if evidence was collected. (To collect evidence 6, exile cards with total mana value 6 or greater from your graveyard.)
Target creature you control gets +2/+0 until end of turn. It deals damage equal to its power to target creature you don't control.

[sideboard]

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.

[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

Demand Answers {1}{R}

Instant

As an additional cost to cast this spell, sacrifice an artifact or discard a card.
Draw two cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Eken. - Unknown format (MOCS Showcase Open) sheet 1/6 - 8 cards - 2.5 x 3.5 in each

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Demand Answers {1}{R}

Instant

As an additional cost to cast this spell, sacrifice an artifact or discard a card.
Draw two cards.

[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

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fanatical Strength {1}{G}

Instant

Target creature gets +3/+3 and gains trample until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flourishing Bloom-Kin {1}{G}

Creature -- Plant Elemental

This creature gets +1/+1 for each Forest you control.
Disguise {4}{G}
When this creature is turned face up, search your library for up to two Forest cards and reveal them. Put one of them onto the battlefield tapped and the other into your hand, then shuffle.

[sideboard]

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

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

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Glint Weaver {5}{G}{G}

Creature -- Spider

Reach
When this creature enters, distribute three +1/+1 counters among one, two, or three target creatures, then you gain life equal to the greatest toughness among creatures you control.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Greenbelt Radical {3}{G}

Creature -- Centaur Citizen

Disguise {5}{G}{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, put a +1/+1 counter on each creature you control. Creatures you control gain trample until end of turn.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Greenbelt Radical {3}{G}

Creature -- Centaur Citizen

Disguise {5}{G}{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, put a +1/+1 counter on each creature you control. Creatures you control gain trample until end of turn.

[sideboard]

4/4

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

Hedge Whisperer {G}

Creature -- Elf Druid Detective

You may choose not to untap this creature during your untap step.
{3}{G}, {T}, Collect evidence 4: Target land you control becomes a 5/5 green Plant Boar creature with haste for as long as this creature remains tapped. It's still a land. Activate only as a sorcery. (To collect evidence 4, exile cards with total mana value 4 or greater from your graveyard.)

[sideboard]

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hide in Plain Sight {3}{G}

Sorcery

Look at the top five cards of your library, cloak two of them, and put the rest on the bottom of your library in a random order. (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.)

[sideboard]

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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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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

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.)

[sideboard]

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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Person of Interest {3}{R}

Creature -- Human Rogue

When this creature enters, suspect it. Create a 2/2 white and blue Detective creature token. (A suspected creature has menace and can't block.)

[sideboard]

2/2

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

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

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.)

[sideboard]

2/1

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Seasoned Consultant {1}{W}

Creature -- Human Detective

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

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slime Against Humanity {2}{G}

Sorcery

Create a 0/0 green Ooze creature token with trample. Put X +1/+1 counters on it, where X is two plus the total number of cards you own in exile and in your graveyard that are Oozes or are named Slime Against Humanity.
A deck can have any number of cards named Slime Against Humanity.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

They Went This Way {2}{G}

Sorcery

Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. 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

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

Tunnel Tipster {1}{G}

Creature -- Mole Scout

At the beginning of your end step, if a face-down creature entered the battlefield under your control this turn, put a +1/+1 counter on this creature.
{T}: Add {G}.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undercover Crocodelf {4}{G}{U}

Creature -- Elf Crocodile Detective

Whenever this creature deals combat damage to a player, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")
Disguise {3}{G/U}{G/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.)

[sideboard]

5/5

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Vengeful Tracker {1}{R}

Creature -- Human Detective

Whenever an opponent sacrifices an artifact, this creature deals 2 damage to them.

[sideboard]

2/2

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.

[sideboard]

1/3

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