## Aftermath Analyst {1}{G}

Creature -- Elf Detective

When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)
{3}{G}, Sacrifice this creature: Return all land cards from your graveyard to the battlefield tapped.

[sideboard]

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Agency Coroner {4}{B}

Creature -- Ogre Cleric

{2}{B}, Sacrifice another creature: Draw a card. If the sacrificed creature was suspected, draw two cards instead.

[sideboard]

**3/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## A Killer Among Us {4}{G}

Enchantment

When this enchantment enters, create a 1/1 white Human creature token, a 1/1 blue Merfolk creature token, and a 1/1 red Goblin creature token. Then secretly choose Human, Merfolk, or Goblin.
Sacrifice this enchantment, Reveal the creature type you chose: If target attacking creature token is the chosen type, put three +1/+1 counters on it and it gains deathtouch until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Aurelia's Vindicator {2}{W}{W}

Creature -- Angel

Flying, lifelink, ward {2}
Disguise {X}{3}{W}
When this creature is turned face up, exile up to X other target creatures from the battlefield and/or creature cards from graveyards.
When this creature leaves the battlefield, return the exiled cards to their owners' hands.

[sideboard]

**4/2**

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


## 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


## Bolrac-Clan Basher {4}{R}{R}

Creature -- Cyclops Warrior

Double strike, trample
Disguise {3}{R}{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.)

[sideboard]

**3/2**

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



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.

## 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 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.

[sideboard]

1/4

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.

[sideboard]

1/4

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

## 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

## 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

## Crowd-Control Warden (3)(G)(W)

Creature -- Centaur Soldier

As this creature enters or is turned face up, put X +1/+1 counters on it, where X is the number of other creatures you control.
Disguise {3}{G/W}{G/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]

4/4

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## Deduce {1}{U}

Instant

Draw a card. 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

## 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

## 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

## 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

## 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

## 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.")

[sideboard]

2/2

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.

[sideboard]

1/4

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



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## 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

## 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.)

[sideboard]

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gravestone Strider {2}

Artifact Creature -- Golem

{1}: Add one mana of any color. Activate only once each turn.
{2}, Exile this card from your graveyard: Exile target card from a graveyard.

[sideboard]

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Gravestone Strider {2}

Artifact Creature -- Golem

{1}: Add one mana of any color. Activate only once each turn.
{2}, Exile this card from your graveyard: Exile target card from a graveyard.

[sideboard]


**1/3**

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

## Hard-Hitting Question {G}

Sorcery

Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Homicide Investigator {1}{B}

Creature -- Human Detective

Whenever one or more nontoken creatures you control die, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - fibero23 - Unknown format (MOCS Showcase Open)** sheet 4/11 - 8 cards - 2.5 x 3.5 in each

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## 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

## 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

## 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.

[sideboard]

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Kraul Whipcracker {B}{G}

Creature -- Insect Assassin

Reach
When this creature enters, destroy target token an opponent controls.

[sideboard]

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Krenko's Buzzcrusher {2}{R}{R}

Artifact Creature -- Insect Thopter

Flying, trample
When this creature enters, for each player, destroy up to one nonbasic land that player controls. For each land destroyed this way, its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

[sideboard]

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Macabre Reconstruction {3}{B}

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

## 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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## 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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Millstone {2}

Artifact

{2}, {T}: Target player mills two cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mistway Spy {U}

Creature -- Merfolk Detective

Flying
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, until end of turn, whenever a creature you control deals combat damage to a player, investigate.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[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

## Neighborhood Guardian {1}{W}

Creature -- Unicorn

Whenever another creature you control with power 2 or less enters, target creature you control gets +1/+1 until end of turn.

[sideboard]

2/2

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.)

[sideboard]

4/2

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## 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.")

[sideboard]

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Officious Interrogation {W}{U}

Instant

This spell costs {W}{U} more to cast for each target beyond the first. Choose any number of target players. Investigate X times, where X is the total number of creatures those players control.

[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

## Pompous Gadabout {2}{G}

Creature -- Human Citizen

During your turn, this creature has hexproof.
This creature can't be blocked by creatures that don't have a name.

[sideboard]

**4/2**

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Push {1}{W/B}

Sorcery

Destroy target tapped creature.

[sideboard]

- - - RIGHT HALF - - -

## Pull {4}{B/R}{B/R}

Sorcery

Put up to two target creature cards from a single graveyard onto the battlefield under your control. They gain haste until end of turn.
Sacrifice them at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rakish Scoundrel {2}{B}{G}

Creature -- Elf Rogue

Deathtouch
When this creature enters or is turned face up, target creature gains indestructible until end of turn.
Disguise {4}{B/G}{B/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.)

[sideboard]

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Red Herring {1}{R}

Artifact Creature -- Clue Fish

Haste
This creature attacks each combat if able.
{2}, Sacrifice this creature: Draw a card.

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - fibero23 - Unknown format (MOCS Showcase Open)** sheet 7/11 - 8 cards - 2.5 x 3.5 in each

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## 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

## Rope {G}

Artifact -- Clue Equipment

Equipped creature gets +1/+2, has reach, and can't be blocked by more than one creature.
{2}, Sacrifice this Equipment: Draw a card.
Equip {3}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rot Farm Mortipede {3}{B}

Creature -- Insect

Whenever one or more creature cards leave your graveyard, this creature gets +1/+0 and gains menace and lifelink until end of turn.

[sideboard]

**3/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Rot Farm Mortipede {3}{B}

Creature -- Insect

Whenever one or more creature cards leave your graveyard, this creature gets +1/+0 and gains menace and lifelink until end of turn.

[sideboard]

**3/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



## Rot Farm Mortipede {3}{B}

Creature -- Insect

Whenever one or more creature cards leave your graveyard, this creature gets +1/+0 and gains menace and lifelink until end of turn.

[sideboard]

**3/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## 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

## 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

## 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

**Playtest cards - fibero23 - Unknown format (MOCS Showcase Open)** sheet 8/11 - 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.

## 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

## 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**

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.

[sideboard]

**1/3**

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.

[sideboard]

**1/3**

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

## 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

## 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

## 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



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## Suspicious Detonation {4}{R}

Sorcery

This spell costs {3} less to cast if you've sacrificed an artifact this turn.
This spell can't be countered. (This includes by the ward ability.)
Suspicious Detonation deals 4 damage to target creature.

[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

## 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."

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## The Chase Is On {2}{R}

Instant

Target creature gets +3/+0 and gains first strike until end of turn.
Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

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## 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

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## 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.)

[sideboard]

6/5

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## 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.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - fibero23 - Unknown format (MOCS Showcase Open)** sheet 10/11 - 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.

## 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**

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## Unauthorized Exit {1}{U}

Instant

Return target nonland permanent to its owner's hand. 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

## Unscrupulous Agent {1}{B}

Creature -- Elf Detective

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

[sideboard]

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wojek Investigator {2}{W}

Creature -- Angel Detective

Flying, vigilance
At the beginning of your upkeep, investigate once for each opponent who has more cards in hand than you. (To investigate, create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

**2/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - fibero23 - Unknown format (MOCS Showcase Open)** sheet 11/11 - 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.