Absolving Lammasu {4}{W}

Creature -- Lammasu

Flying
When this creature enters, all suspected creatures are no longer suspected.
When this creature dies, you gain 3 life and suspect up to one target creature an opponent controls. (A suspected creature has menace and can't block.)

[sideboard]

4/3

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

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

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

Alley Assailant {2}{B}

Creature -- Vampire Rogue

This creature enters tapped.
Disguise {4}{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.)
When this creature is turned face up, target opponent loses 3 life and you gain 3 life.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Anzrag's Rampage {3}{R}{R}

Sorcery

Destroy all artifacts you don't control, then exile the top X cards of your library, where X is the number of artifacts that were put into graveyards from the battlefield this turn. You may put a creature card exiled this way onto the battlefield. It gains haste. Return it to your hand at the beginning of the next end step.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Basilica Stalker {5}{B}

Creature -- Vampire Detective

Flying
Whenever this creature deals combat damage to a player, you gain 1 life and surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
Disguise {4}{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]

3/4

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.

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

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

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.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Call a Surprise Witness {1}{W}

Sorcery

Return target creature card with mana value 3 or less from your graveyard to the battlefield. Put a flying counter on it. It's a Spirit in addition to its other types.

[sideboard]

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.

[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

Case of the Stashed Skeleton {1}{B}

Enchantment -- Case

When this Case enters, create a 2/1 black Skeleton creature token and suspect it. (It has menace and can't block.)
To solve -- You control no suspected Skeletons. (If unsolved, solve at the beginning of your end step.)
Solved -- {1}{B}, Sacrifice this Case: Search your library for a card, put it into your hand, then shuffle. Activate only as a sorcery.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.")

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deadly Complication {1}{B}{R}

Sorcery

Choose one or both --
* Destroy target creature.
* Put a +1/+1 counter on target suspected creature you control. You may have it become no longer suspected.

[sideboard]

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.")

[sideboard]

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.")

[sideboard]

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.")

[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

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

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Creature -- Spirit

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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

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Expose the Culprit {1}{R}

Instant

Choose one or both --
* Turn target face-down creature face up.
* Exile any number of face-up creatures you control with disguise in a face-down pile, shuffle that pile, then cloak them. (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

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forensic Gadgeteer {2}{U}

Creature -- Vedalken Artificer Detective

Whenever you cast an artifact spell, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")
Activated abilities of artifacts you control cost {1} less to activate. This effect can't reduce the mana in that cost to less than one mana.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

[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

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

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

Goblin Maskmaker {R}

Creature -- Goblin Citizen

Whenever this creature attacks, face-down spells you cast this turn cost {1} less to cast.

[sideboard]

1/2

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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

Hotshot Investigators {5}{U}

Creature -- Vedalken Detective

When this creature enters, return up to one other target creature to its owner's hand. If you controlled it, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hotshot Investigators {5}{U}

Creature -- Vedalken Detective

When this creature enters, return up to one other target creature to its owner's hand. If you controlled it, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

4/4

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

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

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Long Goodbye {1}{B}

Instant

This spell can't be countered. (This includes by the ward ability.)
Destroy target creature or planeswalker with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lost in the Maze {X}{U}{U}

Enchantment

Flash
When this enchantment enters, tap X target creatures. Put a stun counter on each of those creatures you don't control. (If a permanent with a stun counter would become untapped, remove one from it instead.)
Tapped creatures you control have hexproof.

[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

Meddling Youths {3}{R}{W}

Creature -- Human Detective

Haste
Whenever you attack with three or more creatures, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Not on My Watch {1}{W}

Instant

Exile target attacking creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

No Witnesses {2}{W}{W}

Sorcery

Each player who controls the most creatures investigates. Then destroy all creatures. (To 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

Offender at Large {4}{R}

Creature -- Giant Rogue

Disguise {4}{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.)
When this creature enters or is turned face up, up to one target creature gets +2/+0 until end of turn.

[sideboard]

5/4

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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

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

Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Presumed Dead {1}{B}

Instant

Until end of turn, target creature gets +2/+0 and gains "When this creature dies, return it to the battlefield under its owner's control and suspect it." (A suspected creature has menace and can't block.)

[sideboard]

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

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

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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

Rune-Brand Juggler {B}{R}

Creature -- Human Shaman

When this creature enters, suspect up to one target creature you control. (A suspected creature has menace and can't block.)
{3}{B}{R}, Sacrifice a suspected creature: Target creature gets -5/-5 until end of turn.

[sideboard]

2/2

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

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

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

Soul Search {W}{B}

Sorcery

Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the card's mana value is 1 or less, create a 1/1 white and black Spirit creature token with flying.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steamcore Scholar {2}{U}

Creature -- Weird Detective

Flying, vigilance
When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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

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]

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

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

Tolsimir, Midnight's Light {2}{G}{W}{W}

Legendary Creature -- Elf Scout

Lifelink
When Tolsimir enters, create Voja Fenstalker, a legendary 5/5 green and white Wolf creature token with trample.
Whenever a Wolf you control attacks, if Tolsimir attacked this combat, target creature an opponent controls blocks that Wolf this combat if able.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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Torch the Witness {X}{R}

Sorcery

Torch the Witness deals twice X damage to target creature. If excess damage was dealt to that creature this way, 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

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

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

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

Undercity Sewers

Land -- Island Swamp

({T}: Add {U} or {B}.)
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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underground Mortuary

Land -- Swamp Forest

({T}: Add {B} or {G}.)
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

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

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.

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

Vengeful Creeper {4}{G}

Creature -- Plant Elemental

Disguise {5}{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, destroy target artifact or enchantment an opponent controls.

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Warleader's Call {1}{R}{W}

Enchantment

Creatures you control get +1/+1.
Whenever a creature you control enters, this enchantment deals 1 damage to each opponent.

[sideboard]

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.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - KO_Mak - 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.