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

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

Candlestick {U}

Artifact -- Clue Equipment

Equipped creature gets +1/+1 and has "Whenever this creature attacks, 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.)
{2}, Sacrifice this Equipment: Draw a card.
Equip {2}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Case of the Burning Masks {1}{R}{R}

Enchantment -- Case

When this Case enters, it deals 3 damage to target creature an opponent controls.
To solve -- Three or more sources you controlled dealt damage this turn. (If unsolved, solve at the beginning of your end step.)
Solved -- Sacrifice this Case: Exile the top three cards of your library. Choose one of them. You may play that card this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cerebral Confiscation {2}{B}

Sorcery

Choose one --
* Target opponent discards two cards.
* Target opponent reveals their hand. You choose a nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Concealed Weapon {1}{R}

Artifact -- Equipment

Equipped creature gets +3/+0.
Disguise {2}{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 Equipment is turned face up, attach it to target creature you control.
Equip {1}{R}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Convenient Target {R}

Enchantment -- Aura

Enchant creature
When this Aura enters, suspect enchanted creature. (It has menace and can't block.)
Enchanted creature gets +1/+1.
{2}{R}: Return this card from your graveyard to your hand.

[sideboard]

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.

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Beekeeper - Unknown format (MOCS Showcase Open) sheet 1/6 - 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.

[sideboard]

3/1

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.

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eliminate the Impossible {1}{U}

Instant

Investigate. Creatures your opponents control get -2/-0 until end of turn. If any of them are suspected, they're no longer suspected. (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

Forum Familiar {W}

Creature -- Cat

Disguise {1}{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, return another target permanent you control to its owner's hand and put a +1/+1 counter on this creature.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Frantic Scapegoat {R}

Creature -- Goat

Haste
When this creature enters, suspect it. (It has menace and can't block.)
Whenever one or more other creatures you control enter, if this creature is suspected, you may suspect one of the other creatures. If you do, this creature is no longer suspected.

[sideboard]

1/1

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

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

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

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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

Harried Dronesmith (3)(R)

Creature -- Human Artificer

At the beginning of combat on your turn, create a 1/1 colorless Thopter artifact creature token with flying. It gains haste until end of turn. Sacrifice it at the beginning of your next end step.

[sideboard]

2/3

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

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

Make Your Move (2)(W)

Instant

Destroy target artifact, enchantment, or creature with power 4 or greater.

[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

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

Playtest cards - Beekeeper - Unknown format (MOCS Showcase Open) sheet 3/6 - 8 cards - 2.5 x 3.5 in each

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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

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

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

Plains

Basic Land -- Plains

({T}: Add {W}.)

[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

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

Playtest cards - Beekeeper - Unknown format (MOCS Showcase Open) sheet 4/6 - 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.

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

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

Riftburst Hellion {5}{R}{G}

Creature -- Hellion

Reach
Disguise {4}{R/G}{R/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]

6/7

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

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

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

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

Playtest cards - Beekeeper - Unknown format (MOCS Showcase Open) sheet 5/6 - 8 cards - 2.5 x 3.5 in each

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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

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

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