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

Agency Outfitter {4}{U}{U}

Creature -- Sphinx Detective

Flying
When this creature enters, you may search your graveyard, hand and/or library for a card named Magnifying Glass and/or a card named Thinking Cap and put them onto the battlefield. If you search your library this way, shuffle.

[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

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

Analyze the Pollen {G}

Sorcery

As an additional cost to cast this spell, you may collect evidence 8. (Exile cards with total mana value 8 or greater from your graveyard.)
Search your library for a basic land card. If evidence was collected, instead search your library for a creature or land card. Reveal that card, put it into your hand, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Anzrag, the Quake-Mole {2}{R}{G}

Legendary Creature -- Mole God

Whenever Anzrag becomes blocked, untap each creature you control. After this phase, there is an additional combat phase.
{3}{R}{R}{G}{G}: Anzrag must be blocked each combat this turn if able.

[sideboard]

8/4

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

Playtest cards - DangarembgaMTGO - Unknown format (MOCS Showcase Open) sheet 1/11 - 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.

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

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

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

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

Cavalier of Thorns {2}{G}{G}{G}

Creature -- Elemental Knight

Reach
When this creature enters, reveal the top five cards of your library. Put a land card from among them onto the battlefield and the rest into your graveyard.
When this creature dies, you may exile it. If you do, put another target card from your graveyard on top of your library.

[sideboard]

5/6

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

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

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.

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

Coerced to Kill {3}{U}{B}

Enchantment -- Aura

Enchant creature
You control enchanted creature.
Enchanted creature has base power and toughness 1/1, has deathtouch, and is an Assassin in addition to its other types.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Coerced to Kill {3}{U}{B}

Enchantment -- Aura

Enchant creature
You control enchanted creature.
Enchanted creature has base power and toughness 1/1, has deathtouch, and is an Assassin in addition to its other types.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

Cornered Crook {4}{R}

Creature -- Lizard Warrior

When this creature enters, you may sacrifice an artifact. When you do, this creature deals 3 damage to any target.

[sideboard]

5/4

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Culvert Ambusher {3}{G}{G}

Creature -- Wurm Horror

When this creature enters or is turned face up, target creature blocks this turn if able.
Disguise {4}{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]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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

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

Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

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

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

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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

Galvanize (1)(R)

Instant

Galvanize deals 3 damage to target creature. If you've drawn two or more cards this turn, Galvanize deals 5 damage to that creature instead.

[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

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

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

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

Playtest cards - DangarembgaMTGO - Unknown format (MOCS Showcase Open) sheet 5/11 - 8 cards - 2.5 x 3.5 in each

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Ill-Timed Explosion (2)(U)(R)

Sorcery

Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

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.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Krenko, Baron of Tin Street (2)(R)

Legendary Creature -- Goblin

Haste
{T}, Sacrifice an artifact: Put a +1/+1 counter on each Goblin you control.
Whenever an artifact is put into a graveyard from the battlefield, you may pay {R}. If you do, create a 1/1 red Goblin creature token. It gains haste until end of turn.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Loxodon Eavesdropper (3)(G)

Creature -- Elephant Detective

When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")
Whenever you draw your second card each turn, this creature gets +1/+1 and gains vigilance until end of turn.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magmaw (3)(R)(R)

Creature -- Elemental

{1}, Sacrifice a nonland permanent: This creature deals 1 damage to any target.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Magnifying Glass {3}

Artifact

{T}: Add {C}.
{4}, {T}: 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

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

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

Mistveil Plains

Land -- Plains

({T}: Add {W}.)
This land enters tapped.
{W}, {T}: Put target card from your graveyard on the bottom of your library. Activate only if you control two or more white permanents.

[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

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

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Persuasive Interrogators {4}{B}{B}

Creature -- Gorgon Detective

When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")
Whenever you sacrifice a Clue, target opponent gets two poison counters. (A player with ten or more poison counters loses the game.)

[sideboard]

5/6

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

Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polygraph Orb {4}{B}

Artifact

When this artifact enters, look at the top four cards of your library. Put two of them into your hand and the rest into your graveyard. You lose 2 life.
{2}, {T}, Collect evidence 3: Each opponent loses 3 life unless they discard a card or sacrifice a creature. (To collect evidence 3, exile cards with total mana value 3 or greater from your graveyard.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Projektor Inspector {2}{U}

Creature -- Human Detective

Whenever this creature or another Detective you control enters and whenever a Detective you control is turned face up, you may draw a card. If you do, discard a card.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Projektor Inspector {2}{U}

Creature -- Human Detective

Whenever this creature or another Detective you control enters and whenever a Detective you control is turned face up, you may draw a card. If you do, discard a card.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reasonable Doubt {1}{U}

Instant

Counter target spell unless its controller pays {2}.
Suspect up to one target creature. (A suspected creature has menace and can't block.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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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

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

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 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

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.

[sideboard]

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

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.)

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Surveillance Monitor {3}{U}

Creature -- Vedalken Detective

When this creature enters, you may collect evidence 4. (Exile cards with total mana value 4 or greater from your graveyard.)
Whenever you collect evidence, create a 1/1 colorless Thopter artifact creature token with flying.

[sideboard]

3/3

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

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

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.

[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

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 Eliminator {3}{B}{B}

Creature -- Gorgon Assassin

When this creature enters, you may sacrifice an artifact or creature. When you do, exile target creature an opponent controls.

[sideboard]

3/3

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

Playtest cards - DangarembgaMTGO - 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.

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

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

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

Worldsoul's Rage {X}{R}{G}

Sorcery

Worldsoul's Rage deals X damage to any target. Put up to X land cards from your hand and/or graveyard onto the battlefield tapped.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - DangarembgaMTGO - 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.