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

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

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

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

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

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

Playtest cards - zorloth - 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.

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

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

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

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

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

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

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

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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

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

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

Doorkeeper Thrull {1}{W}

Creature -- Thrull

Flash
Flying
Artifacts and creatures entering don't cause abilities to trigger.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Due Diligence {2}{W}

Enchantment -- Aura

Enchant creature
When this Aura enters, target creature you control other than enchanted creature gets +2/+2 and gains vigilance until end of turn.
Enchanted creature gets +2/+2 and has vigilance.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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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

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 Researcher {2}{U}

Creature -- Merfolk Detective

{T}: Untap another target permanent you control.
{T}, Collect evidence 3: Tap target creature you don't control. (To collect evidence 3, exile cards with total mana value 3 or greater from your graveyard.)

[sideboard]

1/3

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

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

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Glint Weaver {5}{G}{G}

Creature -- Spider

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

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Greenbelt Radical {3}{G}

Creature -- Centaur Citizen

Disguise {5}{G}{G} (You may cast this card face down for {3} as a 2/2 creature with ward {2}. Turn it face up any time for its disguise cost.)
When this creature is turned face up, put a +1/+1 counter on each creature you control. Creatures you control gain trample until end of turn.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Insidious Roots {B}{G}

Enchantment

Creature tokens you control have "{T}: Add one mana of any color."
Whenever one or more creature cards leave your graveyard, create a 0/1 green Plant creature token, then put a +1/+1 counter on each Plant you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Intrude on the Mind {3}{U}{U}

Instant

Reveal the top five cards of your library and separate them into two piles. An opponent chooses one of those piles. Put that pile into your hand and the other into your graveyard. Create a 0/0 colorless Thopter artifact creature token with flying, then put a +1/+1 counter on it for each card put into your graveyard 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

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

Kellan, Inquisitive Prodigy {2}{G}{U}

Legendary Creature -- Human Faerie Detective

Flying, vigilance
Whenever Kellan attacks, destroy up to one target artifact. If you controlled that permanent, draw a card.

[sideboard]

3/4

- - - ADVENTURE - - -

Tail the Suspect {G}{U}

Sorcery -- Adventure

Investigate. You may play an additional land this turn. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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

Leyline of the Guildpact {G/W}{G/U}{B/G}{R/G}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
Each nonland permanent you control is all colors.
Lands you control are every basic land type in addition to their other types.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Living Conundrum {4}{U}

Creature -- Elemental

Hexproof
If you would draw a card while your library has no cards in it, skip that draw instead.
As long as there are no cards in your library, this creature has base power and toughness 10/10 and has flying and vigilance.

[sideboard]

2/5

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

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

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

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

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Metalspinner's Puzzleknot {2}

Artifact

When this artifact enters, you draw a card and you lose 1 life.
{2}{B}, Sacrifice this artifact: You draw a card and you lose 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Murder {1}{B}{B}

Instant

Destroy target 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

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

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

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

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]

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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

Reckless Detective (1)(R)

Creature -- Devil Detective

Whenever this creature attacks, you may sacrifice an artifact or discard a card. If you do, draw a card and this creature gets +2/+0 until end of turn.

[sideboard]

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reckless Detective (1)(R)

Creature -- Devil Detective

Whenever this creature attacks, you may sacrifice an artifact or discard a card. If you do, draw a card and this creature gets +2/+0 until end of turn.

[sideboard]

0/3

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

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

Repulsive Mutation (X)(G)(U)

Instant

Put X +1/+1 counters on target creature you control. Then counter up to one target spell unless its controller pays mana equal to the greatest power among creatures you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rubblebelt Maverick (G)

Creature -- Human Detective

When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)
{G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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Sample Collector {2}{G}

Creature -- Troll Detective

Whenever this creature attacks, you may collect evidence 3. When you do, put a +1/+1 counter on target creature you control. (To collect evidence 3, exile cards with total mana value 3 or greater from your graveyard.)

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sanguine Savior {1}{W}{B}

Creature -- Vampire Cleric

Flying, lifelink
Disguise {W/B}{W/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, another target creature you control gains lifelink until end of turn.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sanitation Automaton {2}

Artifact Creature -- Construct

When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

[sideboard]

2/1

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

Shadowy Backstreet

Land -- Plains Swamp

({T}: Add {W} 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

Shock {R}

Instant

Shock deals 2 damage to any target.

[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

Soul Enervation {3}{B}

Enchantment

Flash
When this enchantment enters, target creature gets -4/-4 until end of turn.
Whenever one or more creature cards leave your graveyard, each opponent loses 1 life and you gain 1 life.

[sideboard]

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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

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Teysa, Opulent Oligarch {1}{W}{B}

Legendary Creature -- Human Advisor

Deathtouch
At the beginning of your end step, investigate for each opponent who lost life this turn.
Whenever a Clue you control is put into a graveyard from the battlefield, create a 1/1 white and black Spirit creature token with flying. This ability triggers only once each turn.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

They Went This Way {2}{G}

Sorcery

Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

They Went This Way {2}{G}

Sorcery

Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

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.

Urgent Necropsy {2}{B}{G}

Instant

As an additional cost to cast this spell, collect evidence X, where X is the total mana value of the permanents this spell targets. Destroy up to one target artifact, up to one target creature, up to one target enchantment, and up to one target planeswalker.

[sideboard]

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

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

Yarus, Roar of the Old Gods {2}{R}{G}

Legendary Creature -- Centaur Druid

Other creatures you control have haste.
Whenever one or more face-down creatures you control deal combat damage to a player, draw a card.
Whenever a face-down creature you control dies, return it to the battlefield face down under its owner's control if it's a permanent card, then turn it face up.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - zorloth - 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.