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

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

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

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

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

Break Out {R}{G}

Sorcery

Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order.

[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.

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

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

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

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

Curious Cadaver {2}{U}{B}

Creature -- Zombie Detective

Flying
When you sacrifice a Clue, return this card from your graveyard to your hand.

[sideboard]

3/1

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]

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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

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

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

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

Felonious Rage {R}

Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

[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

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

Fuss {2}{R/W}

Instant

Put a +1/+1 counter on each attacking creature you control.

[sideboard]

- - - RIGHT HALF - - -

Bother {4}{W/U}{W/U}

Sorcery

Create three 1/1 colorless Thopter artifact creature tokens with flying. Surveil 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - _Fiver777 - Unknown format (MOCS Showcase Open) sheet 3/11 - 8 cards - 2.5 x 3.5 in each

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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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

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

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

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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

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

It Doesn't Add Up {3}{B}{B}

Instant

Return target creature card from your graveyard to the battlefield. Suspect it. (It has menace and can't block.)

[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

Lamplight Phoenix {1}{R}{R}

Creature -- Phoenix

Flying
When this creature dies, you may exile it and collect evidence 4. If you do, return this card to the battlefield tapped. (To collect evidence 4, exile cards with total mana value 4 or greater from your graveyard.)

[sideboard]

3/3

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

Lumbering Laundry {5}

Artifact Creature -- Golem

{2}: Until end of turn, you may look at face-down creatures you don't control any time.
Disguise {5} (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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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

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

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

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

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

Museum Nightwatch {3}{W}

Creature -- Centaur Soldier

When this creature dies, create a 2/2 white and blue Detective creature token.
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.)

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Museum Nightwatch {3}{W}

Creature -- Centaur Soldier

When this creature dies, create a 2/2 white and blue Detective creature token.
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.)

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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

No More Lies {W}{U}

Instant

Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

[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

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

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

Proft's Eidetic Memory {1}{U}

Legendary Enchantment

When Proft's Eidetic Memory enters, draw a card.
You have no maximum hand size.
At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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

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

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

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

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

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

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

Playtest cards - _Fiver777 - Unknown format (MOCS Showcase Open) sheet 8/11 - 8 cards - 2.5 x 3.5 in each

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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

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

Shock {R}

Instant

Shock deals 2 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sumala Sentry {G}{W}

Creature -- Elf Archer

Reach
Whenever a face-down permanent you control is turned face up, put a +1/+1 counter on it and a +1/+1 counter on this creature.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sumala Sentry {G}{W}

Creature -- Elf Archer

Reach
Whenever a face-down permanent you control is turned face up, put a +1/+1 counter on it and a +1/+1 counter on this creature.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Thundering Falls

Land -- Island Mountain

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

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

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

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]

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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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1/1

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Playtest cards - _Fiver777 - 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.

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

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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

Wrench (W)

Artifact -- Clue Equipment

Equipped creature gets +1/+1 and has vigilance and "{3}, {T}: Tap target creature."
{2}, Sacrifice this Equipment: Draw a card.
Equip {2}

[sideboard]

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