Agrus Kos, Spirit of Justice {2}{R}{W}

Legendary Creature -- Spirit Detective

Double strike, vigilance
Whenever Agrus Kos enters or attacks, choose up to one target creature. If it's suspected, exile it. Otherwise, suspect it. (A suspected creature has menace and can't block.)

[sideboard]

2/4

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

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

Axebane Ferox {2}{G}{G}

Creature -- Beast

Deathtouch, haste
Ward--Collect evidence 4. (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player exiles cards with total mana value 4 or greater from their graveyard.)

[sideboard]

4/4

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

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

Blood Spatter Analysis {B}{R}

Enchantment

When this enchantment enters, it deals 3 damage to target creature an opponent controls.
Whenever one or more creatures die, mill a card and put a bloodstain counter on this enchantment. Then sacrifice it if it has five or more bloodstain counters on it. When you do, return target creature card from your graveyard to your hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Beenew - 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.

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

Cease {1}{B/G}

Instant

Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.

[sideboard]

- - - RIGHT HALF - - -

Desist {4}{G/W}{G/W}

Sorcery

Destroy all artifacts and enchantments.

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

Crime Novelist {2}{R}

Creature -- Goblin Bard

Whenever you sacrifice an artifact, put a +1/+1 counter on this creature and add {R}.

[sideboard]

1/3

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

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

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

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.

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

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

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

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

Flotsam {1}{G/U}

Instant

Mill three cards. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

- - - RIGHT HALF - - -

Jetsam {4}{U/B}{U/B}

Sorcery

Each opponent mills three cards, then you may cast a spell from each opponent's graveyard without paying its mana cost. If a spell cast this way would be put into a graveyard, exile it instead.

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

Playtest cards - Beenew - Unknown format (MOCS Showcase Open) sheet 3/11 - 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.

Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

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

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

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

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

Illicit Masquerade (3)(B)

Enchantment

Flash
When this enchantment enters, put an impostor counter on each creature you control.
Whenever a creature you control with an impostor counter on it dies, exile it. Return up to one other target creature card from your graveyard to the battlefield.

[sideboard]

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

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.

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

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

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

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

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

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

Playtest cards - Beenew - Unknown format (MOCS Showcase Open) sheet 5/11 - 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.

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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[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

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

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

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

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.

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

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

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

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

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

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.

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

Reenact the Crime {1}{U}{U}{U}

Instant

Exile target nonland card in a graveyard that was put there from anywhere this turn. Copy it. You may cast the copy without paying its mana cost.

[sideboard]

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

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

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

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

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

Playtest cards - Beenew - Unknown format (MOCS Showcase Open) sheet 8/11 - 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.

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

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

Shady Informant {3}{B}{R}

Creature -- Ogre Rogue

When this creature dies, it deals 2 damage to any target.
Disguise {2}{B/R}{B/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]

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shady Informant {3}{B}{R}

Creature -- Ogre Rogue

When this creature dies, it deals 2 damage to any target.
Disguise {2}{B/R}{B/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]

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shady Informant {3}{B}{R}

Creature -- Ogre Rogue

When this creature dies, it deals 2 damage to any target.
Disguise {2}{B/R}{B/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]

4/2

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

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

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.

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

Tenth District Hero {1}{W}

Creature -- Human

{1}{W}, Collect evidence 2: This creature becomes a Human Detective with base power and toughness 4/4 and gains vigilance.
{2}{W}, Collect evidence 4: If this creature is a Detective, it becomes a legendary creature named Mileva, the Stalwart, it has base power and toughness 5/5, and it gains "Other creatures you control have indestructible."

[sideboard]

2/3

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

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

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

Tin Street Gossip {2}{R}{G}

Creature -- Lizard Advisor

Vigilance
{T}: Add {R}{G}. Spend this mana only to cast face-down spells or to turn creatures face up.

[sideboard]

4/4

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

Playtest cards - Beenew - 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.

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 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

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

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.