Colorless:

Case of the Shattered Pact - C+

A colorless source of fixing is a nice thing to have around, and this format has enough multicolored stuff going on that solving this isn't *impossible*, and once you do it has a pretty sweet effect, but I still think this will be hard enough to solve that most of the value just comes from its ability to fix your mana. I'm giving it a C+.

White:

2 - Absolving Lammasu - B

This looks pretty good to me. A 5-mana 4/3 flyer that gains 3 life when it dies is a card you're already pretty happy with – probably a C+. This is because it pressures your opponent effectively, and the fail case is that it trades with a removal spell or a creature and gains you 3. So, the fact this also shuts of suspect across the board is pretty sweet. If you're in White, you're probably not using suspect a whole lot yourself, so if that ability it does something, it will usually power down the opposing board. Then, on top of all of that, the Lammasu also lets you suspect an opposing creature when it dies. Sure, there's both upside and downside associated with that, but because you're making the choice you can usually find an advantageous way to use it. This does a ton for the mana cost while sporting a fairly good stat-line – making it a very good uncommon. I'm giving it a B.

3 - Assemble the Players - D+ / B

So, this is a little better than it looks at first. This is because it will let you cast Disguise creatures from the top of your library. It only cares what the *spell* is, not what the power of the card is, so it ends up working out. So, i think having a deck where you have enough creatures that naturally have 2 power *and* Disguise creatures is doable, but this is still probably a buildaround. If you only have like 5 cards that meet this requirement, it isn't worth playing. But, I think having 10+ creatures is doable. It's probably a D+ in your typical White deck, and a B in a deck that can build around it. When you do *that*, this will feel like it draws you an extra card pretty often.

4 - Aurelia's Vindicator - A

So…without Disguise, this card is already pretty great – a 4-mana 4/2 with flying, lifelink and ward 2 can do a ton of work, and if your opponent can't find a way to deal with it quickly – something that is difficult thanks to Ward, it's going to end up causing all kinds of problems for your opponent. The race will get completely out of control! You're frequently just going to play

this face up because of that. But it also has some really insane late game upside, where you play it face down and then turn it face up. The exile effect is reminiscent of Angel of Serenity, in that the stuff it exiles can go back to player's hands. This means that you can do double duty with that type of effect. You can use it to remove stuff of your opponents – but for insurance, you can also exile some of your own graveyard stuff, so that if your opponent does find a way to kill the Vindicator, you're going to get some cards back too. I think the whole package here is a bomb. It's nut on turn 4, and completely insane in the late game. I'm giving it an A.

5 - Auspicious Arrival - C

This is a solid trick – one that represents a 2-for-1 thanks to that Clue. +2/+2 for two isn't the most impressive boost-to-cost ratio, but it's enough. I'm giving this a C.

6 - Call a Surprise Witness - C+

We've seen two mana spells that reanimate small creatures and give them a little buff work out reasonably well of late, and I think this is another one of those. It does take set up, and a deck made up of the right composition, but I don't think it will be hard to feel like you're getting a good deal when you can cast this. I'm giving it a C+

8 - Case of the Gateway Express - B-

This looks pretty good to me. The ETB will be a reasonable removal spell most of the time, and sometimes a really good one – and this case is easier to solve than most. The reward isn't exactly game-breaking, but it's certainly relevant, especially because it's effectively stapled to a solid removal spell. I'm giving this a B-.

9 - Case of the Pilfered Proof - D

I don't think this is very good. You have to play it ahead of your detectives to get the counters, and getting one more clue once you have enough detectives just…doesn't seem like enough. I'm giving this a D.

10 - Case of the Neglected Feast - F // B

Solving this gives you an *incredible* payoff. The only problem is this format doesn't have a major life gain theme, and the Feast doesn't gain you enough life on its own to get it done. It's not going to be impossible to solve this and start casting stuff from your graveyard, but this does need a build around grade, because it's probably an F in your typical White deck in the format. This life gain effect just doesn't do enough when that's *all* your card is doing. But, if you have a few ways to gain life, and maybe a few cards that make multiple bodies, you're going to end up being able to make this work, though I think the chances of doing that are unfortunately kind of low. I'm giving it a B in that type of deck.

11 - Defenestrated Phantom - C-

No matter *how* you cast this, you're really not getting a very good deal. You do still have the upside of having this big ol' flyer you can cast in the early game, but like I said, it's never going to feel that good. It isn't terrible either. I'm giving it a C-.

12 - Delney, Streetwise Lookout - D

The evasiveness this grants is decent, though there will be plenty of situations where it doesn't do anything. As a result, you're really going to need to be getting extra triggers out of this for it be something you want and…I just don't see things lining up well enough to make this Gray Ogre worth playing most of the time, since you need creatures of the right size *and* they have to have the right kind of abilities, and that's asking a lot in Limited. I'm giving this a D.

13 - Doorkeeper Thrull - C+

This is a pretty sweet hatebear for 60-card formats, but it's significantly less impressive in Limited. This is because your deck is pretty likely to have effects that this shuts down, so you have to be careful about when you play it. That said, you *do* get to decide when you play it, and casting it in response to a creature with an ETB or something is likely to feel pretty good. Especially with the reasonable stat-line. I'm giving this a C+.

14 - Due Diligence - C

Without the ETB this would be a D-level Enchantment that is way too risky and underwhelming to be worth playing. If you throw the ETB in the mix, it gets more interesting. There are going to be times where you cast this and end up with two great attacks as a result, and the Vigilance makes it so you don't have to give up on defending yourself either, so chances are better than normal that those attacks are worth taking. Alternatively, making one thing get +4/+4 and Vigilance for a turn doesn't sound bad either. You do need to be careful about casting this, as you do with most Auras, but this one does enough to be make the cut a decent chunk of the time. I'm giving this a C.

15 - Essence of Antiquity - C+

A 5-mana 1/10 is…kind of okay. It can block for days, although the lower power will make it unable to kill stuff all that often. The Disguise part is pretty sweet here, though. You're usually going to play this face down and have it lie in wait as a 2/2, up until you reach a point where transforming it is advantageous. This will most frequently be when you can use it to blank a removal spell, but turning it into a 1/10 can be valuable all on its own, and untapping your whole board can have benefits too. I'm giving this a C+.

17 - Griffnaut Tracker - C

4-mana 3/2 flyers aren't what they once were, but hating on the graveyard has value, and the stat-line isn't a complete disaster. I'm giving this a C.

18 - Haazda Vigilante - C

If you can get a counter of this, the rate on this will feel fine. Doing so doesn't seem like a big stretch with all the Disguise creatures, either. It's nice he does it on attacks too, so getting two counters of him is a real possibility. I'm giving this a C.

20 - Karlov Watchdog - C+

This is a pretty nice Battalion trigger. Red/White in the format should be able to get this going pretty effectively, and obviously the boost it gives is at its best when you have a bunch of creatures anyway. The stats boost also makes it very likely that you'll keep enough stuff alive to do it all over again the next turn. The card's big downside is being a 4-mana card with 2-toughness that can be killed by almost every removal spell in the format, many of which cost one mana or are stapled to creatures, and that's a miserable feeling.

The good news is, if you're board is already well-developed, you can trigger this the first time you play it, at which point losing the Watchdog won't feel so bad. I think the payoff is *very* real here, but so is the downside. I'm giving this a C+.

21 - Krovod Haunch - C

One to play and two to equip for +2/+0 is kind of alright, and when it isn't meaningful enough for you, this basically becomes 4 mana to make two 1/1 tokens and gain you three life. Neither mode is crazy of course, but the modality this gives you makes it a decent inclusion. I'm giving it a C.

24 - Marketwatch Phantom- C+

This feels like a very important common for aggressive White decks. That type of deck will have tons of cards that trigger this. It doesn't seem like it will be rare for this to crack in as a flyer on turns 3 and 4. I'm giving this a C+.

25 - Museum Nightwatch - C

Spending 4 mana to get a 3/2 and a 2/2 is decent, and you can Disguise this to keep your opponent from knowing that it will leave value behind. I'm giving it a C.

26 - Neighborhood Guardian - C

+1/+1 is nice and all but…it's not amazing when you have to jump through some pretty specific hoops to make it happen. And sure, there's lots of Diguise in this set that will trigger this, not to mention creature tokens and the like, but this still just feels like a C to me.

27 - No Witnesses - B+

So, this is Wrath of God, but a little worse if your opponent has the most creatures, and a little better if you do. Sweepers are obviously enormously powerful, but they do get awkward in Limited if you're the aggro deck. They are at their best when you're behind, and uncastable if you're ahead, so they are always hard to evaluate. I usually land somewhere around a B+.

28 - Not on My Watch - C+

If you're in the market for this kind of effect, it's super efficient. The problem is, lots of decks aren't really in on this kind of effect. If you're an aggro deck, this isn't very good, because you want removal that lets you get blockers out of the way. If you're *not* aggressive, though, this ends up feeling like premium removal. That makes it kind of weird to evaluate, but I think a C+ is fair – it's niche enough that you don't really want to take it super early in the draft – but if it starts to become clear you're in a slower deck, this is a card you should move up in your pick order.

29 - Novice Inspector - B-

This is a functional reprint of Thraben Inspector, which is a great one drop in Limited – and a great one drop in lots of 60-card formats too! Getting two pieces of material for only one mana is always good, and Clues are surprisingly powerful. I'm giving this a B-.

32 - Sanctuary Wall - D

The tap effect here is a little overcosted, even with a stun counter – especially because the wall stuns itself too! Still, if you use it on your opponent's turn, you're going to get rid of that stun counter first and the wall will be ready to go by the time your opponent's stunned creature gets untapped again. Overall, though, I think this is too overcosted for what it is and the baseline isn't impressive either. I don't think this makes the cut all the time. I'm giving it a D.

33 - Seasoned Consultant - C

This will feel pretty nice attacking as a 3/3, but it probably won't be doing that until turn 4 at the earliest, so it isn't going to be lighting the world on fire either. I'm giving this a C.

34 - Tenth District Hero - B+

This is an awesome two drop. The ⅔ stat-line is a nice one, and if you have the mana you can also make it a 4/4 Vigilance right away – or even a 7-mana 5/5 that makes your creatures indestructible. Obviously enough, you're usually going to pay in installments, but the fact that

you can draw this early and have it be an amazing threat *or* draw it late and have it be an amazing threat makes it an excellent card. I'm giving it a B+.

35 - Unyielding Gatekeeper - B-

The best thing to do with this when you turn it face up is to help your creature dodge removal, but just rebuying ETBs, or getting rid of a problematic nonland permanent an opponent controls and giving them a detective instead makes this into a bit of a swiss army knife. One that has a fail case as a reasonably efficient creature. I'm giving this a B-.

36 - Wojek Investigator - B+

A three mana 2/4 with Flying and Vigilance is easily a B, and this can crank out Clues a decent chunk of the time. I've really liked the designs on White card draw lately, because they are using White's obsession with "balance" as part of the flavor. Anyway, this looks quite good to me. I'm giving it a B+.

Blue:

38 - Agency Outfitter - D+

The flavor here is pretty cool, and this thing has a ceiling of drawing you two cards! Of course…the two cards in can get you aren't very good, and they have to still be in your deck when you cast this…*and* you're spending a whopping six mana on a three toughness creature…so uh…yeah, overall this doesn't look very good to me. I'm giving it a +.

39 - Behind the Mask - D

This type of card rarely works out in Limited, and I think even at one mana I'm not super interested in this. It's easy to look at this and see it as a trick with multiple modes – and that *is* what it is, but reducing a creature to 1/1 or growing a creature to 4/3, or turning a clue into a 4/3, while *possibilities* is only useful situationally. You need stat-lines to line up just right, and if you're turning your 2/2 or something into a 4/3 it's really not worth it. Furthermore, shrinking an opposing creature to a 1/1 is only relevant or useful when your opponent attacks with the right creature that you actually want to remove. Basically, this is too situational to do something worthwhile very often. I'm giving this a D.

40 - Benthic Criminologists - C

These are some sub-par stats, but giving up Clues or other artifacts to draw cards is certainly worthwhile. And this can do it a couple of times in most cases. I'm giving it a C.

41 - Bubble Smuggler - C

I kinda like this. If you need to play a two drop well…it is one. A pretty bad one, but one nonetheless. Then if you need something on three you can disguise it, and then in the late game it can become a big monster. Now, this card isn't ever going to make you feel like you're doing something busted, as it's kind of medium at all three points in the game, but the fact it can do all those things is enough for it to be fine. I'm giving it a C.

42 - Burden of Proof - C+

This is a very interesting version of this "Frogify"-type effect. Lately it seems like they are doing their darnedest to design one that's actually solid in Limited, and they've had some success with that lately. I think they've done it again here. The usual problem with this type of card is that you don't *really* entirely remove a creature when you turn it into a 1/1, so you're often coming out behind.

However, this adds a couple of important wrinkles. First, it has Flash – so you can turn something into a 1/1 at instant speed, which all-but-guarantees that it's going down. Second, if your creature is a detective, this is a powerful combat trick. It's also really nice that they made it only buff detectives *you* control, otherwise this card would be super frustrating.

Anyway, all that said – this thing is sort of a removal spell and sort of a combat trick – and I think it can do enough to be a quality card. I'm giving it a C+.

43 - Candlestick - C

All the Equipment in this cycle looks pretty solid because they offer passable boosts and can replace themselves when necessary. The ones in Blue and Red might just be the best since the Blue-Red deck is so into sacrificing artifacts, but lots of decks in the format like Clues too, and this one can help set up collect evidence. It seems like this does enough to be a C.

44 - Case of the Etched Falcon - D+ // C+

It's nice you get a clue up front, and if your deck has enough artifacts in it, you can definitely end up animating that clue or something else into a 4/4 flyer, which is pretty nice. That said, this probably does need a build around grade, even in a set with this many clues, mostly because I don't see this working out too well for you if you're not able to solve it. I think it's probably a D+ in your typical Blue deck, and a C+ in a deck with enough artifacts.

45 - Case of the Ransacked Lab - F

If you don't solve this, it's a pretty bad Limited card. Narrow discounts just aren't worth a card. Solving this isn't that easy either so, even though drawing cards is nice, I don't see this working out in Limited. I think it's an F.

47 - Conspiracy Unraveler - C

So, if you have a well-stocked graveyard the turn you cast this, things can get *pretty* spicy, since you could cast the unraveler and then fire off a spell for free. Of course, as is usually the case for expensive cards that let you cast things from your hand for free, or put a permanent into play from your hand – by the time you get to 7 mana you aren't especially likely to have that many more cards in hand, and if you don't have one the turn you play the Unraveler, you're just playing an expensive flyer. Unfortunately, I think that's going to be the most common outcome, so I think this is just a C.

48 - Coveted Falcon - B

This is a *super* cool design, and I think it's a pretty nice card overall. The most common play is going to be to turn it face up, give your opponent one of your permanents, and then attack with the Falcon to get it back right away. That way you draw a card without any real downside. But…the late game upside is interesting here, because by that stage giving your opponent lands often doesn't matter, and at that point you can draw a ton of cards. It'll also be sort of funny to give your opponent creatures that they removed using Auras and stuff like that. And…in addition to all of that, a three mana ¼ flyer is fine. Basically, it's solid in the early and mid game, and game-breaking late. I'm giving it a B.

49 - Crimestopper Sprite - C

A three mana 2/2 flyer isn't what it once was, and one that taps something is a C- at best thesr days. But, you'll be able to access the Stun part of the card often enough for this to be a C.

50 - Cryptic Coat - B+

So, this is an unblockable three mana 3/2 with all kinds of upside. Upside because it sticks around after that creature dies, upside because it might actually grab you a creature you want to stay face up, and upside because it can bounce back to your hand and make a new body for itself even when you don't have any other creatures around. That makes for an excellent card. I'm giving it a B+.

51 - Curious Inquiry - C+

Auras that cost one blue and give a creature +1/+1 and the ability to draw you a card when they hit your opponent have a pretty good track record in Limited. This is because it can allow you to ensure that you're going to at least break even on cards even by hitting your opponent once, and the card advantage can quickly bury your opponent. Getting a clue is a bit worse than drawing a card straight up, even in a format with clue payoffs, but this still looks like a nice card, especially in decks that have cheap evasive creatures. I'm giving this a C+.

52 - Deduce - C+

This is a nice little card draw spell, because it ultimately gives you a 2-for-1, and there's lots of additional upside for making Clue tokens in the format. You probably don't want too many of these because they don't really add to the board, but I think the first copy is a C+

53 - Dramatic Accusation - C

Three mana Blue Auras that tap a creature down usually aren't anything special. The problem is that they don't *entirely* remove the creature in all situations, so abilities are still relevant, and if your opponent has a way to sacrifice or otherwise utilize the tapped down creature you end up feeling like you're really far behind. The Accusation's activated ability adds an interesting wrinkle to this, since now you *can* get rid of the creature if it has problematic abilities and everything. The downside is your opponent might draw it again later.

There are some goofier things you can do with it too, like put it on your own creature to shuffle it back into your library, which on extremely rare occasions might be worthwhile.

Overall, I think we're still just talking about a filler-level removal spell that doesn't even always make the cut. I'm giving it a C.

54 - C-

I'm not the biggest fan of this type of effect – but when they tack card draw on to it, it starts to get more interesting. The usual problem is that this is only useful in fairly narrow situations, and getting a trade to happen is hard. It can sort of function as a bad fog, or a bad combat trick, but obviously…neither of those are things you want to be going after. But, because it Investigates – and it's relatively cheap – those problems are more acceptable. I'm giving this a C-.

55 - Exit Specialist - C+

If this didn't have Disguise, it wouldn't be very good. The stat-line is bad and the type of evasion it has just…doesn't do enough most of the time. But, when you mix in the Disguise part, you end up with a Man-O'-War of sorts, and that seems pretty sweet. Bounce effects have gotten worse over the years, in a world of ETB abilities and the like, but this still looks pretty nice to me. It adds to the board while giving you some tempo, and the fact you can do it at instant speed gives you some serious blowout potential. I'm giving this a C+.

56 - Fae Flight - B-

This Aura looks quite good. Obviously, the ideal situation is to cast it in response to removal, in which case you're left with a buffed evasive creature, and you've already taken a card of value away from your opponent. But this also has the upside all Flying auras do, w hich is that you can just…slap it on some big monster and quickly win the game. I'm giving this a B-.

57 - Forensic Engineer - C- // B+

This is purpose-built for the Blue/Red deck for the most part, as it's the deck most interested in artifacts. It won't be terrible in decks that mostly only have clues as artifacts, since you can start popping them for one mana, but the Artifact deck is where this will really be an engine. I think I want to give this a build around grade, even though I think it's at least a C- in your typical blue deck – but it has B+ potential.

58 - Forensic Researcher - C+

The most useful thing this can do is ramp your mana, but untapping permanents has other uses too. Having access to the tap effect in the mid-to-late game is nice too, as it can start allowing you to really manufacture situations where you have great attacks no matter what your opponent is doing. I'm giving this a C+

59 - Furtive Courier - C+

This will be unblockable a decent chunk of the time in Blue decks with th and looting on every attack is pretty powerful. I'm giving it a C+.

60 - Hotshot Investigators - D

This card hurts me. I *love* creatures that bounce stuff when they enter the battlefield, but those effects have been getting progressively worse with all the nice ETBs these days. And, while this tries to help you out there by letting you bounce your own thing, in which case you even get a clue, I'm not very impressed with this overall. It just doesn't give you enough for 6 mana these days. It seems super clunky, no matter which mode you go with. I'm sad to say this, but I think it's a D.

61 - Intrude on the Mind - A

This looks…really cool, *and* really good. It's Fact or Fiction for one more mana, but for that one mana you get to add something to the board – and that's a *huge* deal. This will usually shake out as 5 mana for a 2/2 or 3/3 flyer with flash, and you 2 or 3 cards in hand, *and* you load your graveyard. I think getting the body and all those cards is more than enough for this to be a bomb.

62 - Jaded Analyst - D+

It feels like every single one of these creatures that has defender but loses defender when X happens has been really unimpressive, and I kind of thing this is too. I get it, you can give up a clue and attack with it, but by the time you can set that up, it isn't like a 3/2 is going to light the

world on fire. Most of the time this type of card is a 3/3, so at least it is a reasonable blocker, but a 3/2 is substantially worse. I'm giving this a D+.

63 - Living Conundrum - C+

A 5-mana ⅖ with Hexproof is pretty interesting, especially at Uncommon. As usual, pairing hexproof with Auras and other enhancements can be a real beating for your opponent. The rest of the card's effect isn't going to come up a *ton* in Limited, but Blue does have enough graveyard stuff going on that turning this into a 10/10 isn't impossible, and obviously the hexproof keeps you from really getting punished for milling your whole library. I'm giving this a C+.

64 - Lost in the Maze - C+

This is a very interesting design. It sort of has two modes, and you can access both at the same time. You can use it to stun your opponent's board, which can be useful when you're trying to close out a game – but you can also use it to protect your creatures. It also just sticks around and gives your tapped creatures hexproof after that point. Still, those modes *are* all situational enough that this doesn't seem *amazing*. I'm giving it a C+.

65 - Mistway Spy - C+

Playing this on turn one is pretty acceptable, because it has evasion and a useful creature type – but the Disguise ability here is pretty impressive too. It counts *every* creature that hits your opponent, so you can get more than one clue. Obviously enough, because the Spy has evasion *itself*, you can turn it face up, crack in with it and get that Clue, which seems like a pretty normal play pattern. I'm giving this a C+.

66 - Out Cold - C

I like this. I'm not always a huge fan of cards that just Stun things, as it often doesn't feel like they do enough to be worth a card. Sure, you can get two creatures out of the way for two attacks *and* two blocks, but if you don't have the game in-hand by the time they untap, you're going to be in trouble. But because this gives you a Clue, it gives you that card back. I still don't really think you want more than one, but this looks like a pretty good version of this effect. I'm giving it a C.

67 - Profit's Eidetic Memory - B-

The fact this draws a card up front is a pretty big deal, especially because if you play it before combat on your turn, this amounts to being a two mana draw 1 that puts a +1/+1 counter on something, and that in itself is a solid card. So, if you can combine this with Clues and other draw effects, it can really augment your board. Still, getting that going is easier said than done,

and I think most of this card's value comes from what it gives you on that first turn – but that's a pretty nice baseline. I'm giving this a B-.

68 - Projektor Inspector - C

A three mana 3/2 that loots on ETB is decent, and looting with this more than once isn't impossible. Although, even in a set with a bunch of disguise and detectives, having detectives that *also* disguise isn't automatic. I'm giving this a C.

69 - Reasonable Doubt - C

This can hit any type of spell, but your opponent can also ignore it with spare mana. As usual, that type of card is never amazing, although it can feel pretty nice in the early game. The suspect upside here is kind of funny, and while I think it makes the card *slightly* better, it's probably still just a C.

71 - Steamcore Scholar - B

A three mana 2/2 with Flying and Vigilance that has you draw 2 and discard 2 is pretty great, so it's nice that sometimes you can choose to only discard one. I'm giving this a B.

72 - Surprising Setback - B-

We've seen a lot of 4 mana blue cards lately that let you get rid of a nonland permanent by giving your opponent the option of put it on top or bottom of the library, and they've fared pretty well. None of them have been amazing, but they let you trade 1-for-1 and you can do it at instant speed. So, add in the ability to *also* do this with spells on the stack, and I think we're talking about a fairly high quality card. I'm giving this a B-

73 - Surveillance Monitor - B-

If this was just straight up a 4-mana 3/3 that made a 1/1 Flyer, it'd be a B. That's just a great rate and a card you'd take very highly. This won't *always* do it up front, but it'll do it pretty often – and then it's likely to crank out a few more Thopters if it's left alone. I'm giving this a B-.

Black:

75 - Agency Coroner - C

This is a lot of mana for the usual sacrifice a creature draw a card effect, but the fact you'll sometimes draw two helps soften that blow. The stat-line isn't the worst thing ever, either. I'm giving this a C.

76 - Alley Assailants - C

Both modes seem fairly acceptable here, and I think the design is actually really interesting. Most of the time on turn 3 you're *probably* just going to want to play it as a 3-mana 3/3 that enters tapped, but sometimes you're in a spot where you *really* need to be able to block, and you can play it Disguised when that's the case, and draining 3 life from your opponent is a pretty real effect. I'm giving this a C.

77 - Barbed Servitor - C

This has a really interesting design. Obviously, because it's a suspect, it can't block – that means you're going to be rumbling with this 1/1 menace every turn and your opponent will have to make a decision between letting you draw a card or losing some life. The good news is, because it has menace, they are going to have to lose a substantial amount of life most of the time if they do choose to block it. The bad news is that letting your opponent make that decision means they're always going to choose what's best for them, and that will often be something that doesn't help you win the game, and playing a 4-mana 1/1 that can't block can be a huge liability when it comes to the race. Still, this does pressure your opponent every time you turn it sideways, and it gets a little more interesting if you can take suspect away from it, which there are a few ways to do in this format. I'm kind of skeptical this will be amazing, though. I'm starting it at a C.

78 - Basilic Stalker - C

So, this kind of has one-third lifelink, which isn't a bad thing to have on an evasive creature. Still, it's never going to feel like you're getting great value with the Stalker, whether you disguise it first or otherwise. I'm giving it a C.

79 - Case of the Gorgon's Kiss - C+

It isn't always easy to set a card like this up to be removal, and even when you do you often have to do something kind of sub-par to set it up. Still, it's only one mana, and the times it takes down a creature will feel great!

This actually pays you off, though, for situations where you give up a creature so that you can kill theirs, because if you solve this it becomes a very scary creature. Notably, the creatures can be put into the graveyard from *anywhere*, so you can use stuff like self-mill to set it up, in addition to having creatures die on the board.

I don't think it will be *easy* to solve this, but I also think it seems pretty doable, and the card's baseline isn't a complete disaster…well, at least most of the time. Sometimes the front side *could* be a disaster, because you just can't get it to do anything. Overall though, this is so efficient that I think it's pretty nice. I'm giving it a C+.

80 - Case of the Stashed Skeleton - C+

The fact this one gives you a body up front is pretty nice, even if that body *is* a two mana 2/1 with menace that can't block. In some decks it's going to be hard to solve this, because your opponent just won't kill this and let you turn the Case into a tutor – but if that's the case that probably means they are taking two to turn, so it isn't like that's a huge fail case. Running a few sacrifice outlets is probaby the best way to solve this one. I don't normally love tutors in Limited, but that's because most of them don't do anything else – this *does* by giving you that body, though it is a little awkward you have to get rid of that body in most cases to solve it. I'm giving this a C+.

81 - Deadly Cover-Up - B+

When it comes to Limited, most of this card's value comes from just being a sweeper. It *can* effectively let you exile one of the creatures you kill (or something else in the graveyard), which will matter sometimes, but the whole lobotomy effect thing doesn't really matter in your typical Limited game.

Sweepers are powerful, but really only worthwhile if you're behind, making them kind of awkward cards, but still – they can win you the game from behind in a way basically nothing else can. I'm giving it a B+.

82 - Clandestine Meddler - B-

A three mana 3/2 that makes one of your creatures gain menace is something in the market for, even *if* that creature also can't block. Especially because getting to Surveil 1 when a suspect attacks is pretty relevant. Frequently, you'll get that Surveil trigger the turn you play it too. This seems like it gives you some impressive value for the cost. I'm giving this a B-.

84 - Extract a Confession - B-

This looks like a *great* common. Edicts tend to be at their best when your opponent has the fewest creatures. That usually means the early game. But thanks to collevt evidence here, this stays pretty good by the mid to late game, as getting rid of your opponents highest power creature will also mean their best creature loke 80 percent of the time. I'm giving this a B-.

85 - Festerleech - C+

This is going to feel quite nice on turn one, especially because if you're in Black you're probably a graveyard deck, and this certainly enables things early. You're almost guaranteed an attack on turn two, since even if your opponent played their own one drop, they aren't going to be able to block this when you have two mana up, and a 3/3 can stay relevant pretty much all game long, though it does have somewhat diminishing returns the later the game goes. I'm giving this a C+.

86 - Homicide Investigator- B

Getting a clue when your stuff dies isn't as good as drawing a card, but it isn't *super* far off either. It also counts itself, so playing this usually means you can count on a 2-for-1. I'm giving it a B.

87 - Hunted Bonebrute - B

This is a neat design for a Disguise creature. Obviously, casting this as a 3-mana 6/2 Menace that gives your opponent a couple of creature tokens isn't the *best* deal, as you give your opponent the means to take down the Brute, and the lose 3 life upside isn't enough to offset that, especially because the Brute also dies to a ton of removal, and your opponent will feel like they got a 2-for-1 because of the tokens you gave them.

The real deal here is to play this face down on turn three, and then flip it up on turn 4. At that point, you're paying 5 mana in two separate installments and getting a 6/2 menace with upside, which is quite the deal. That way, your opponent doesn't get the dog tokens, and your 6/2 menace is going to be a heck of a lot more well…menacing. It's likely to crack in for 6 that turn in most cases, and then your opponent really has to rethink how they're playing, or the Brute is going to take them down in a hurry. I'm giving this a B.

88 - Illicit Masquerade -C

This is a neat design, but it seems a little too finicky to be great in Limited. You need a few things to line up correctly for this to do its thing: First, you need a board state. Probably the smallest thing it asks you for, but…if you don't have a couple of creatures in play, this isn't going to feel very good. After that, you need your creatures to die – something you can certainly manufacture. And third, you need stuff in your graveyard.

Now, all of that is fairly doable, at least individually, but you need them all to line up with the right timing for Illicit Masquerade to work. It *is* nice it has Flash, which makes it easier for you to *find* that timing, but I think there are going to be too many situations where the Masquerade either does nothing, or is too slow at doing something. I think it's probably just a C.

89 - It Doesn't Add Up - C-

This lets you reanimated something *at instant speed*. Of course…because you are forces to suspect the creature, it can't ambush block stuff, and that's a big part of what *would* make this sweet. As is, it's an expensive removal spell with an effect that has just as mich downside as upside, and this kind of thing even with upside isn't always useful. That doesn't add up to a very good grade. 7I'm giving this a C-.

90 – Lead Pipe - C

One to play and two to equip isn't a *complete* disaster for +2/+0. You can use it to really give you a better attack than you would otherwise have, and the life loss effect gives you some inevitability. That said, if the card ended there I'm not sure I'd think it was worth playing very often. It just doesn't feel like it would have enough of an impact to be worth a card, even as cheap as it is. *However*, by giving you the ability to sacrifice the Pipe to draw a card, you're really mitigating against that problem. Your Equipment can be pretty bad if you run out of creatures, or if you really need something more impactful, you can just throw it away. I'm still not ultra impressed here, but I think if you've got lots of creatures in a black deck, playing this seems fine. I'm giving it a C.

91 - Leering Onlooking - B

This is *really* good. I'm reasonably happy with a two mana ⅓ Flyer, and this one gives you a couple bodies out of the graveyard. This means that if you're milling yourself it still gives you value, and just casting it normally and getting the bodies back later is a nice feeling too. I'm giving this a B.

92 - Long Goodbye - B-

The uncounterable part doesn't come up a ton in Limited, but this can trade up for stuff, including killing everything with Disguise - provided your opponent can't turn the creature face up. I think this is premium. i'm giving it a B-.

93 - Macabre Reconstruction - C

This kind of effect is right on the border between D+ and C- even when it costs 4 mana, and making this cost 2 isn't exactly far-fetched, although sometimes you won't be able to line it up perfectly. I'm giving this a C.

94 - Massacre Girl, Known Killer - B+

A 4-mana 4/4 Menace is something you always play, and she brings some amazing upside! Wither will make life hard for your opponent, since their creatures will now lose stats even when they successfully block something. And it combos particularly well with her other ability – if a creature dies against something that has wither, it's *always* going to have toughness less than 1,

and that ability will trigger. In other words, any time you attack you're putting a ton of pressure on your opponent where they have to choose between taking the damage or potentially giving you cards. I'm giving this a B+.

96 - Nightdrinker Moroii - C+

A 4 mana 4/2 flyer that makes you lose 3 is probably a C. The stat-line is aggressive enough to be worth the downside. So, the fact you can play it face down first and then turn it face up - *without* losing that life, is pretty nice. It ends up costing one more, but you pay in installments**,** and it also means that if you happen to be at very low life, this card won't mean the end of you. I'm giving it a C+.

98 - Persuasive Interrogators - C-

There's not enough poison in this format for the Interrogators to poison someone out very often. Obviously, you're going to need a ton of Clues to get there. So, most of the card's value is just being a 6-mana ⅝ that Investigates and that's…passable, especially with the poison upside. I'm giving it a C-.

99 - Polygraph Orb - D

We usually see this card draw effect at or even 3 mana, so paying *five* for it, and at Sorcery speed is *rough*. It does load your graveyard to set up Collect Evidence, which it itself has, but I'm not that impressed with the activated ability either. Giving your opponent three options on this kind of effect oftens amounts to them being able to choose one that just doesn't do anything. Speaking of not doing anything, that's what this card does when it comes to the board, so I think this is kind of a liability. I'm giving this a D.

100 - Presumed Dead - C

This type of trick always performs fairly well, as it does enough to make a creature punch above it's weight class, yet it still survives. It even works well against removal, and it gets particularly interesting with creatures that have ETB abilities. Suspect won't always feel like upside, but I think it will more often than not. I'm giving this a C.

101 - Repeat Offender - C

This has an almost-passable baseline and ability that will make for a good mana sink in the later stages of the game. I like that you can use it at instant speed, so threat of activation will be pretty real. I'm giving it a C.

102 - Rot Farm Mortipede - C+

The boost that the Mortipede gets is legit, as a 4/4 menace lifelinker is far better than a ¾. Getting stuff to leave your graveyard isn't a *huge* ask in the format either, as the entire "Collect Evidence" mechanic is all about doing that. Putting cards from your graveyard to your hand and all of that will trigger this too. I think most Black decks will realistically be able to trigger this once or twice a game, and that's really all you need for this to pull its weight. I'm giving this a C+.

105 - Snarling Gorehound - C

A one mana 1/1 Menace feels pretty nice on turn one, and this is likely to give you some card selection and graveyard synergy throughout the game. Seems like nice value for one mana. I'm giving this a C.

106 - Soul Enervation - B

This is a good removal spell, even without the creatures leaving your graveyard upside, and that means even if your deck has absolutely 0 ways to remove creatures from your graveyard, this will perform well enough to be included. And, most Black decks will be able to trigger the drain life effect on this at least a couple of times a game, and once you've done that you're going to feel like you've really gotten there. I'm giving this a B.

107 - Toxin Analysis - D+

This is really cheap, and cheap tricks are often real good for their ability to punch above their weight class – and this one even gives you a clue! But…there's a problem. It doesn't offer anything that can help your creature survive combat. Sure, your creature can always trade thanks to this, but it's still going to feel close enough to a 2-for-1 to sting when you have to use it that way. Sure, you get the card back eventually with the Clue, but it isn't automatic. The best cheap clues offer a stats boost or, indestructibility, or first strike – something that helps your creature survive combat better – which usually also makes your creature better at surviving removal, another area where this falls short. I think this is probably just a D+.

108 - Undercity Eliminator - B-

If you can exile a creature with this, it's gonna feel pretty awesome – but only if you're giving up something expendable. The ideal thing to give up is a clue, but there are other things around worth sacrificing. It isn't going to work amazingly in every deck, but I think this will feel close enough to Ravenous Chupacabra often enough to be a B-.

110 - Ripper of Bloodlines - A

This huge flyer can end games quickly, and it's Ward makes it impossible for your opponent to deal with it in a way that doesn't cost them something significant. Not only will they lose a creature, you'll also drain 2 life. The Ripper also turns combat into a nightmare for your opponent the turn it comes down, because you can just throw all of your creatures at your

opponent, and then they have to do a bunch of math, because *any* creature dying drains 2, not just yours! The triple black is the biggest downside here, but you've got a decent shot at getting to it by the time you have six mana. This is a bomb, I'm giving it an A.

Red

112 - Bolrac-Clan Basher - C+

So, without disguise…this card would be underwhelming. 6-mana is a ton for a 2 toughness creature that can die to virtually every removal spell in the set, even the one mana ones. The Basher is a case where you're most frequently want to play it face down, because turning it face up for 5 is a much better deal, and a double-striking trampler is the exact creature you want to surprise your opponent with. It can take down almost anything, and it can frequently survive while it does and chip in for some serious damage. This also makes it more likely the Basher does some work before going down, unlike if you play it face up. I'm giving this a C+.

113 - Case of the Burning Masks - B+

This looks pretty amazing. Even if it didn't have anything after it's ETB, it would be a very good card, so everything else is just gravy – and it's pretty good gravy, too, since it ends up being a 2-for-1 if you manage to solve it – and solving this is easier than most of the Cases. Three sources of damage can just mean you attack with three creatures after all, and the turn you play this the Case will count as a source too. So, killing something and attacking with two creatures is enough to get you there. This looks like a great Uncommon. I'm giving it a B+.

114 - Case of the Crimson Pulse - B+

So, this gives you a more expensive Tormenting Voice up front, and once you solve it, it becomes a pretty insane card advantage engine. If you're a low-to-the-ground Red deck, it isn't going to be that hard to solve this quickly, and the card's baseline is already fairly acceptable – and once it's fully unlocked it is very likely to win you the game. The card's biggest downside is that it doesn't impact the board, but it has big enough upside that I'm giving this a B+.

115 - Caught Red-Handed - D

At first an instant speed threaten sounds really good, but because this one suspects the creature you grab, it can't actually be used to block an opposing attacker or anything like that, so it being an instant isn't a huge deal. 5 mana for a threaten just feels like too much, even if the creature does get menace. The "can't be countered" line of text doesn't matter a whole lot, and this format doesn'te ven have that prominent of a sacrifice them. So…overall, I think this is a D that will make the cut in your aggro decks sometimes, but should be steered clear of in all other situations.

117 - Concealed Weapon - C-

If this didn't have Disguise, it'd be pretty bad. +3/+0 can make just about any creature into a better attacker, but the lack of a toughness boost limits just how useful it can be, unless you're equipping an evasive creature. Adding Disguise to the mix is important, because the worst thing in the world is drawing Equipment when you have nothing worth equipping it too, so this gives you a decent fail case, and can even work as a combat trick later in the game. Still, I don't see this making the cut all that often. I'm giving it a C-. .

118 - Connect the Dots - C+

This is a really interesting design. Importantly, this will trigger for *every* creature you attack with. It isn't limited to one per turn. This means setting up situations where this draws you a bunch of cards are very real, and by the later stage of the game this is going to be giving you quite the second wind, one your opponent just won't be able to overcome.

The downside is, of course, that this doesn't add to the board – something pretty crucial in today's limited formats – *and* it requires you to have a decent enough board state to trigger it in the first place. I think those limitations make this a C+.

119 - Convenient Target - C-

One red for +1/+1 and Menace isn't the *worst,* and because you can get this back it isn't going to 2-for-1 you. You can also use it to get a blocker out of the way in a pinch, though that's useful less frequently.

Even with the ability to come back, this is pretty darn clunky, and Suspect overall is kind of awkward. However you use it, there's a real downside to go with the upside. I think this is a C-.

120 - Cornered Crook - B+

This looks really strong to me. There are no shortage of Clues in the format, and even giving up a full card for the bolt effect is going to be worthwhile a big chunk of the time. This will feel like a 2-for-1 when you can give up a clue, and you'll still come out ahead most of the time if you have to give up something else. I'm giving this a B+.

121 - Crime Novelist - C+

This has some serious potential. It has a pretty ugly starting point, but if you have Clues and other artifacts and sacrifice stuff, this can get big. And because Clues draw you cards, the mana might actually matter too. I'm giving this a C+.

122 - Demand Answers - C

We've come a long way since Tormenting Voice. This is an Instant *and* you can choose to sacrifice an artifact *or* discard a card as an additional cost. That's actually a pretty big deal, because this format has so many Clues. I think this is a C.

123 - Expedited Inheritance - F

This is symmetrical, and its pretty tough to break the symmetry here. You and your opponent are both going to effectively draw a bunch of cards once this is in play, but *you're* the one who spent two mana and a card on the Enchantment in the first place, so you're starting out behind. I think that makes this an F.

124 - Expose the Culprit - F

Well, this is weird. And I don't think very good. At least it's better than Break Open, right? But yeah, the idea is you can use it to turn your stuff face up more cheaply than normal and/or you can really confuse your opponent by turning stuff face down, but even in this format this effect seems too narrow and wacky to actually do something worthwhile most of the time. I'm giving it an F.

125 - Felonious Rage - C

We've seen this card before, more or less, and it's a nice trick. The power boost lets your creature take down most stuff, and you come out ahead thanks to the token, and at only one mana it is really priced to move. I'm giving this a C.

126 - Frantic Scapegoat - C+

A one mana 1/1 with Haste and Menace is going to feel pretty great on turn one, and this can lend its suspect-status to other creatures, helping it stay relevant all game long. I'm giving this a C+.

127 - Fugitive Codebreaker - B+

A two mana 2/1 with Haste and Prowess is an amazing starting point – and, if you have this turn two that's what you're going to be doing. Then, later in the game this can completely reload your hand. In short, this is pretty awesome no matter when you play it. I'm giving it a B+.

128 - Galvanize - B

Two mana instant deal threes are always great, and this one will do 5 a chunk of the time. If you just draw into this with a clue, it will be at full power. I'm giving this a B.

129 - Gearbane Orangutan - C-

If you can either destroy an opposing artifact, or give up an expendable artifact when you play this, it'll be fine. Ideally of course, you give up a clue. Still, I think there are going to be enough situations where neither mode is useful and this is a miserable card when that happens. I'm giving this a C-.

130 - Goblin Maskmaker -C-

So, if you get this on exactly turn one and you have some Disguise creatures in your hand, this can feel pretty good – as dropping a 2/2 Ward 2 on turn two – one that will have all kinds of upside – is pretty awesome. The problem is that this has diminishing returns as the game goes on, especially because it has to attack to give you that discount. I'm giving this a C-.

131 - Harried Dronesmith - B-

Pumping out a temporary 1/1 thopter every turn is plenty good. Remember to play the dronesmith in your first main phase so you can get the value of the trigger the turn you play it!

Not only does it give you a way to chip in for damage, but Red – and especially Blue/Red has a boat load of payoffs for sacrificing artifacts too, and this will feel like an engine in that type of deck. I'm giving this a B-.

132 - Incinerator of the Guilty - A

If this hits your opponent, the game is over because you probably just wiped their board, and because it has Flying and Trample, it will be getting in for combat damage virtually any time you turn it sideways. The only downside we've got is that it doesn't give you any sort of value up front, but that still means if your opponent removes it immediately you're getting a 1-for-1 trade – and it's the kind of trade they *have* to make or they lose. This is a bomb. I'm giving it an A.

133 - Innocent Bystander - C-

A two mana 2/1 that always gives you a clue when it dies is probably a C, but obviously enough this doesn't *always* do it. In fact, in a lot of situations where it takes three, your opponent's creature probably survives. That means this will often just be trading with another two drop or, worse – a 1/1 token. I think this is a C-.

134 - Knife - C

+1/+0 and first strike does make almost any creature into a decent attacker, but the fact this is irrelevant on your opponent's turn is a bummer. There are definitely payoffs for sacrificing artifacts though, and this triggers those while always doing *something* by drawing you a card. I'm giving this a C.

135 - Krenko, Baron of Tin Street - B+

A three mana 3/3 with Haste is a great starting point, and this has great upside in a set with Clues everywhere. He's going to be able to crank out goblins and buff them on many boards. He even buffs himself! I'm giving him a B+.

136 - Krekno's Buzzcrusher - B

In Limited, you're mostly just paying for a 4-mana 4/4 with Flying and Trample, and that's like a B. Occasionally you'll hit a nonbasic, but the value of doing that in Limited even when it *does* happen isn't usually going to be very high since he lets that player search up a land to replace it anyway. I'm giving this a B.

137 - Lamplight Phoenix - A-

A three mana 3/3 Flyer is great, and this one can refuse to die when you have some action in the graveyard, and bringing this back the first time doesn't seem like a huge stretch in many situations. I think this sneaks into the lower bomb range – it's hard not to love a creature this efficient that isn't that hard to keep around. I'm giving it an A-.

138 - Offender at Large - C-

Just playing this face up is going to be the play more often than not, and when you do it has a reasonable shot at giving you an attack you didn't have before. This is the type of disguise creature you probably only play face down when you've got nothing else going on on turn three. Either way, this card looks like it will have trouble making the cut sometimes. I'm giving this a C-.

139 - Person of Interest - B-

4-mana for a 2/2 and a 2/2 Menace that can't block is a pretty amazing rate. Not much more to say there, but this is a really good Common. I'm giving it a B-.

140 - Pyrotechnic Performer - B

So, you can just play this on curve if you're trying to finish your opponent off as quickly as possible, or you can disguise it, and end up paying 4 mana for a 3/2 that does 3 to your opponent – which is a card you'd probably play, and obviously it's way better than that, both because you pay in installments *and* it makes your other face down creatures do the same thing! I'm giving this a B.

141 - Reckless Detective - C+

It's nice that you have two different ways to make this a ⅔, and both options are pretty reasonable. If you discard, you're rummaging, which itself isn't a bad effect, and if you have an expendable artifact it will feel more like you're netting a card. It won't be able to attack effectively all game, but playing this on two seems pretty good, and it isn't like it can be completely ignored in the mid-to-late game either. I'm giving this a C+.

142 - Red Herring - C-

This can do some serious work if you play it on turn two, and if you get it later in the game you can give it up to get a card. It's an artifact and a clue, so it's got some synergy in the format too, especially in Blue-Red. Still…the card's fail case doesn't exactly excite me. Paying 4 to draw a card, even in installments isn't exactly awesome. I'm giving this a C-

143 - Rubblebelt Braggart - C+

So, when this attacks you can choose to give it menace and make it unable to block, and a 5/5 menace isn't something your opponent can just shrug about in most cases. I'm giving this a C+

144 - Shock - B-

Shock is a B-, as it usual is. It's definitely premium because you can spend only a single mana to kill significantly more expensive creatures – and you can do it at instant speed! Plus, it can even finish off your opponent.

146 - Torch the Witness - B+

This is really good. It's always going to feel like very efficient removal, and it scales all game long *and* it's likely to let you investigate in most situations, so you even get a 2-for-1! Sure, it's a bit clunky as a Sorcery, but it does the job well enough for me to give it a B+.

147 - Vengeful Tracker - C+

Clues are plentiful enough in the format that this ability will punish most of your opponents, and against some of them it's going to be a really big problem. Couple that with solid stats and a useful creature type, and I think we're talking about a C+.

Green:

148 - Aftermath Analyst - C+

This is a great early game enabler for Collect Evidence decks that I would already be interested in playing if it just had the ETB. So, the fact it can also snag you some lands out of your

graveyard is nice too, especially because lands don't help you collect evidence anyway. I'm giving this a C+.

149 - Airtight Alibi - C

When you can use this correctly, it can be an absolute beating. It can work as a decent trick that leaves the buff behind, and it can blank removal. Turning off Suspect will usually be more upside than downside, too. Still, it's tricky to leave up this much mana. I think it's a C.

150 - Analyze the Pollen - C

So, this is a new take on Traverse the Ulvenwald, which isn't as good in Limited as it is in constructed. Still, it provides good fixing early and in the late game it can tutor up your best creature. This is a C.

151 - C+

This is a fairly strong modal spell if you can cast it. The +1/+1 counter + Fight mode is the one most likely to be the most useful and most efficient, but tutoring up lands and creature or taking out enchantments or artifacts is sometimes nice. If this cost 2 generic and a Green to cast, it would be a premium-level removal spell with big upside – I'd probably give it a B. But you can't really overlook that casting cost. Getting three mana of one color is pretty hard in Limited, and isn't even guaranteed by turn 6 in most decks. If youre deck has like 12 green sources in it, casting this becomes easier, but the upside also isn't *so* great that it's worth distorting your deck that way for the Charm alone. Because it's so tough to cast, it's hard to go with higher than a C+.

153 - Axebane Ferox - B+

Nothing super fancy here, just a super efficient creature that your opponent won't always be able to target with stuff, especially in the early game. I'm giving this a B+.

154 - Bite Down on Crime - B-

If you aren't collecting evidence, this is pretty darn clunky. And clunky is dangerous on a removal spell like this, since your opponent interacting can 2-for-1 you. Still, if you choose your spot carefully, this is likely to kill most opposing stuff, and the stats boost might also really improve your attacks. Combine that with the Evidence upside and I think this manages to just sneak into "premium removal" range. I'm giving him a B-.

155 - Case of the Locked Hothouse - C+

Solving this is inevitable in many Magic games, and once you do it's pretty darn powerful. It even lets you get more than one card per turn! But, here's the problem: This is an awful

Enchantment that doesn't add to the board up until that point, and that's a pretty big liability for a 4-mana card. Extra land drops are very hard to take advantage of in Limited, especially by the turn you play this, because you just run out of lands to play. Basically, this is great in the late game and awful the rest of the game, and that makes it really hard for it to get a great grade. I'm giving this a C.

156 - Case of the Trampled Garden - C

What this gives you up front is fairly acceptable, and Green decks will certainly be capable of solving this. Once you do, buffing an attacking creature every turn is going to feel pretty good. Still, it doesn't do a *ton* up front and the payoff isn't one that gives you a huge advantage either. I'm giving this a C.

157 - Chalk Outline - F / B-

The idea here is to play cards with Collect Evidence alongside this, and if you have enough of that going on – and enough creatures in your deck – this has the potential to be a fairly absurd engine, since it effectively gives you 2 cards every time you Collect Evidence. The problem is that this does absolutely nothing up front. Still, the upside is kind of insane, and I think accessible enough in some decks for this to get a buildaround grade. It's probably just an F in your typical green deck, but a B- in a deck with enough Collect Evidence.

158 - Culvert Ambusher - C

This kind of effect doesn't *always* play well. There just aren't always situations where it matters. Still, when it *does* matter, it feels a bit like situational removal, and it's stapled to a creature with okayish stats, not to mention Disguise upside. I think it's a C.

159 - Fanatical Strength - C+

This looks like a *really* good trick. We've seen Run Amok in the past, and it has a strictly worse text box because it can only target attacking creatures, and Run Amok was an absolute beating in aggro decks. I think this will be too. The stats boost + trample can just wreck combat in so many ways, and make damage lethal out of nowhere. The boost is enough to save a creature from some removal spells in a pinch too. You're going to want to keep this card in the back of your mind any time you're playing someone who is in Green.

All of that might sound like I think this is the best card ever, but it *is* still a trick, which means you don't really want it unless you're the beatdown, and it's still a fairly situational card. But I think you're always going to want like, two of these in your Green aggro decks. I'm giving it a C+.

160 - Flourishing Bloom-Kin - C+

This isn't going to work out super well if you're not a mono-green or heavy green deck. You probably need about 12 forests to feel like you're getting there with this. That said, the fact it has the Disguise option does mean it probably isn't *unplayable* in other Green decks, especially because it's ability to search up Forests probably means that it will still be a respectable size. Overall, I think this gets a C+, and it will feel more like a B if you're full-on mono-green.

161 - Get a Leg Up - C+

We've seen this card before without the Reach, and it tends to be a *very* good trick. Once you're only paying one mana, the boost you get can be +2/+2 and you're happy with the deal, and then it has this upside where it gives a way larger boost than that. It is…awkward that they did the Reach thing, since tricks are about a million times better when you're attacking, so that Reach upside isn't *that* meaningful – but it's on a card that I'm already going to want one or two of in most of my Green decks. I'm giving this a C+.

162 - Glint Weaver - C+

Here's this format big ol' green creature that gains you life, which can help you stabilize from behind. If the Weaver is alone, it's a 7-mana 6/6 with Reach that gains you 6 life – that's not *amazing*, but it's passable – and because you can distribute the counters in any number of ways, it's often going to be better than that. This is because you'll be able to put it on creatures who can already attack and/or gain even more life than 6. Still, this *is* a 7-drop, something that gives me a little pause in today's limited formats. I do think it's the right kind of 7-drop because it gives you value on board almost no matter what and gains you life, but it's hard to go above a C+ here.

163 - Greenbelt Orator - B-

4-mana for a 4/4 is still a decent stat-line, and then this has *huge* Diguise upside. Sure, you can't access it until the late game, but having instant speed Overrun in the late game is going to be an absolute beating. Now, don't expect to reach that stage of the game every time you play the Orator, but because the card has a solid fail-case and insane upside, I think it's good enough to get a B-.

164 - Hard-Hitting Question - B

They have *really* been pushing these punch effects lately. There once was a time where one mana for a straight up fight effect was a nice Limited card, but now we get a one-sided fight for the same cost! Obviously, it's pretty darn good. You do need to have a sizable enough creature around to make it do its thing the best, and you have to pick your spots because removal is an utter blowout, but we're still talking about a one mana removal spell…this'll feel like a Green Swords to Plowshares pretty often. I'm giving it a B.

165 - Hedge Whisperer - C+

This ability is reasonably powerful once you get there, but in the meantime you've got a one mana 0/3, something that just isn't relevant on most boards. It's also a little annoying the ability is as expensive as it is, and you can still only have one animated land at a time. You have to jump through some very real hoops and play an otherwise sub-par creature. I'm giving this a C+.

167 - A Killer Among Us - C-

This is a really cool design. 5 mana for three 1/1s isn't *great*, but you can attack with all three tokens the next turn and really give your opponent a headache. At that point, you are definitely getting your mana's worth. But…overall this seems a little too clunky to be something you always run. I'm giving it a C-.

168 - Loxodon Eavesdropper - C

A 4-mana 3/3 that makes a Clue isn't terrible, and this will be rumbling as a 4/4 Vigilance any time you crack a clue which is pretty solid. I'm giving this a C.

169 - Nervous Gardener - C+

A two mana 2/2 isn't what it used to be, but that's the fail case here, and this has the upside of fixing your mana. Note, by the way, that it can grab this format's dual lands, should you pick one up. I'm giving this a C+.

170 - Pick Your Poison - D- // C

They priced this to move, but I still think it's mostly a sideboard card. There will be enough times where none of the modes are meaningful. It's like…a D- in your main deck, and a C out of your sideboard.

171 - Pompous Braggart -C

So, the joke here is that Disguised creatures can't block it – and that's definitely upside in this format. HExproof during your turn doesn't hurt either – being able to play tricks and stuff on this and not having to worry about getting blown sounds pretty nice. Still, it's got a kind of medium stat-line and a couple of medium abilities. I think this is probably just a C.

172 - The Pride of Hull Clade - B-

Once this is on the board it's a pretty big problem for your opponent, especially if you have the blue mana to threaten to use the ability. Notably, the card draw trigger *isn't* optional, so be careful using that ability on the pride!

So, the question is: How easy will this be to cast for a reasonable amount of mana? I think the answer is that it's doable…but not a walk in the park either. You're going to need a reasonably developed board for the Pride to cost something like six mana, though obviously it gets even better in a world where you have some other really high toughness creatures.

This is a little tricky to make it work, but I think you *can* get there. I'm giving a B-.

174 - Rubblebelt Maverick - B-

These days, they give us lots of Common one drops that do a whole bunch of little things, and almost all of them have been impressive in Limited – I think this is another one of those. A one mana 1/1 with Surveil 2 is probably playable to begin with, especially if you're a graveyard deck. Add to that the ability to put a counter on something, and this card just feels like it will do a ton of work. I'm giving this a B-.

175 - Sample Collector - C

This can be put the counter on itself, and it attacking as a ¾ on turn four doesn't seem impossible but…it's also not incredible. The ability to put the counter elsewhere does give you some nice flexibility, but the base stat-line here is mediocre and that's kind of a problem for a creature that has to attack to be something more than a vanilla creature. Especially because you also need to set this up a bit. I think this is just a C.

176 - Sharp-Eyed Rookie - B+

This starts with passable stats and can grow throughout the game while drawing you cards. The only downside is that if you get it late it's pretty mediocre, but that's the fail case. I' giving this a B+.

177 - Slime Against Humanity - F / C+

This design is both fun and hilarious. So, it's three mana for a 2/2 slime – that's an F, and that means this card really needs a build around grade, as most "Collect 'em all" cards do. I sort ot feel like you're going to need to get to 3 before you've reached a point where you can play this, and once you're at 4 we're probably talking about a C+-level card. It's nice that it checks exile and the graveyard, as it would be a real bummer if this was a nonbo with Collect Evidence.

178 - They Went This Way - C

I like that this can ultimately give you a 2-for-1. I don't like that it's a Sorcery that doesn't add to the board in any meaningful way. It definitely fixes your mana, and in games that go long enough that Clue is gonna feel pretty nice, but not doing anything to add to the board on turn three has been a liability in most formats of late. I kind of hope this is a format where you *can* do stuff like this, but I'm going to err on the side of caution. I'm giving this a C.

179 - Topiary Panther - C

A 6-mana 6/5 Trampler isn't very good these days, but tacking Basic Landcycling on to this makes it very playable. If you get it early, you can use it to fetch a land – and importantly *any* basic land – so this can even fix for you. Then, in the later game you won't feel awful about casting this thing. It also works really well with Collect Evidence. I'm giving it a C.

180 - Tunnel Tipster - B-

A two mana 1/1 that can tap for green is already a C-level card, and this has legitimate potential to grow throughout the game, which means it can stay more relevant than most mana dorks. Of course, if you draw it late it isn't the most impressive thing ever, but playing this on turn two and playing a couple of Disguise creatures seems like a super common play pattern. This Common looks quite good. I'm giving it a B-.

181 - Undergrowth Recon - F

Yeah, this was not printed with Limited in mind. Even if your graveyard gets lots of lands in it – which is pretty doable in the format – getting those lands back is of minimal value in this format, because it isn't like you have insane utility lands and stuff like that. This is just an F.

182 - Vengeful Creeper - C

A 5-mana 5/5 is pretty beefy, and this one has some Disenchant upside. Seems perfectly solid. I'm giving it a C.

183 - Vitu-Ghazl Inspector - C

You're not usually gonna unlock this cards full power on turn two, and while a ⅓ with reach isn't a disaster for two mana, it isn't remotely close to good either. The good news is that the ETB is useful pretty much all game long. I'm giving this a C.

Multicolored:

184 - Agrus Kos, Spirit of Justice - B+

A 4-mana 2/4 with Vigilance and Double Strike is a quality card already, so adding Suspect to the mix is pretty nice. You can use it to remove an opposing suspect if there is one, and if there's not you can choose to give something suspect – which can be beneficial when you want to turn off a creature's ability to block *or* if giving your guy menace is a big deal.. Both of those are really great if you're on the offensive. Argus can also target himself, so don't forget that. I'm giving this a B+

185 - Alquist Proft, Master Sleuth - B+

A three mana 3/3 with Vigilance that makes you a clue is an awesome card, and then in the late game he can turn one of your Clues into Sphinx's Revelation. Gaining life *and* drawing cards is a powerful combination, as that life helps offset the fact that you just pumped a bunch of mana into something that didn't impact the board. You're not *always* going to manage to do that, but that's fine. His fail-case is that you get a 2-for-1, and the upside is that you pump a bunch of mana into his ability and there's no way for you to lose. He's knocking on the door of bomb status, but I think he falls just a little bit short, because there are going to be a lot of games where you don't have time for the activated ability. I'm giving him a B+.

186 - Anzrag, the Quake-Mole - B+

First Ilharg and now Anzrag. Gruul Gods are something else, aren't they? Anyway, a 4-mana 8/4 is *probably* a C+ or a B-? Those are some way above rate stats, but the low toughness is still a bit of a problem. Luckily Anzrag comes with a bunch of extra upside! Getting extra combat phases is notoriously an effect that sounds super powerful but generally underwhelms, but attaching the effect to an 8/4 is pretty sweet. It's kind of hard for your opponent to just take 8 to the face in most situations, but that's what they're going to have to do sometimes. I mean, if they can block Anzrag but not kill him, there's really no point, since this effect will just keep happening each time they block. And this is only talking about having Anzrag around, by the way – if your board is well developed your opponent is in for even more of a problem. The ability to force stuff to block him is kind of silly, because in the late game it's pretty likely your opponent can block him with a couple of 2/2s or something. But…still, you get that extra combat phase, which you might just be able to take advantage of.

So yeah, Anzrag is pretty darn strong. I think he falls a little short of bomb status, but it's close. I'm giving him a B+.

187 - Assassin's Trophy - C+

This is a reprint, and it was nothing special last time. It can answer *anything* for a low mana cost, but don't underestimate the downside. Using this early won't be worth it most of the time, since ramping and fixing your opponents mana will often give them a game-winning advantage, and whatever small thing you dealt with early probably isn't worth the downside. Thar said, that downside goes down the longer the game goes, and the value of being able to deal with any permanent goes up too. That makes this a C+.

188 - Aurelia, the Law Above - A

A 5-mana 4/4 with these three keywords is probably already a B+, so Aurelia's Battallion and super duper battalion abilities are pretty great. Because she's got haste and flying, there's a pretty significant chance you'll draw that card the turn you play here. Lightning Helixing your

opponent will be tougher, but not impossible. I see this giving you a 2-for-1 up front often enough to give it a bomb grade. I'm giving her an A.

189 - Blood Splatter Analysis - B+

So, this is a great removal spell that turns into a 2-for-1 if the game goes long enough. Hard to be upset with that. I'm giving it a B+.

191 - Buried in the Garden - B+

Well, this is interesting. So, it's an Oblivion Ring stapled to an Aura that fixes your mana. That's…*really* awesome. Removal + fixing and ramp just isn't something we see together all the time. I'm giving it a B+.

194 - Curious Cadaver - B-

A 4-mana 3/1 Flyer is kind of a liability. Sure, it can hit the opponent reasonably hard for the cost, but it also dies to *everything*, including lots of cheap removal and creature ETB abilities. This offsets that a little bit because it can come back from your graveyard, but don't underestimate how much of a pain it is that you have to keep recasting it every time. Still, it's an evasive creature with reasonably high power that just doesn't stay dead, and overall that's something I'm interested in. I *could* see this underwhelming in the end if that 1 toughness is *extra* easy to deal with in this format, but for now I think it's a B-.

195 - Deadly Complication - B

Three mana to destroy any creature at sorcery speed is already premium removal, *so* the fact that you can also sometimes put a counter on one of your creatures is some serious business. I'm giving this a B.

196 - Detective's Satchel - B-

This gives you three artifacts which is great for the Blue-Red sacrifice deck, and then it gives you an amazing payoff for sacrificing those artifacts, since you'll get a nice token out of the deal. I do'nt *love* that it doesn't add meaningfully to the board the turn you play it, but the engine potential here is very real. I'm giving it a B-.

197 - Dog Walker - C+

This is a nice Common. Obviously, you get the most value out of just casting it face down and turning it face up – at which point you paid 5 mana for a 3/1 Vigilance and two 1/1s, and paying it in installments will make it feel more efficient than that. But, the fact you can just slam it on turn two if you're more interested in curving out is pretty nice. I'm giving this a C+.

198 - Doppelgang - C+

5 mana to make a token copy of a permanent isn't that great. Obviously, it's highly dependent on what you copy, but when you're evaluating a card like this you have to think about how often you're getting that 5 mana worth of value and, there will probably be more times where you don't get your mana's worth. Still, when you cast this you're going to get a copy of whatever the best permanent on the battlefield is – most of the time you'll be going after creature, and that means you either have a copy of your best creature, or a copy of your opponent's best creature.

Still, it's clunky enough to get going that I think it's just a C+

199 - Drag the Canal - B-

If this *always* made a 2/2, gained you 2, surveiled 2, and investigated for 2, it would probably be a B+. That's just crazy value for the cost! Obviously it isn't always going to line up that way, though. Still, the fail case is two mana for a 2/2 flash with a useful creature type, and if you can find a way to make something die before you cast it, it's going to give you some awesome value. I'm giving this a B-.

200 - Etrata, Deadly Fugitive - B+

A ¼ death touch for three is a nice starting point, and her abilities are really interesting. Basically when she (or another assassin) hits an opponent, you make the top card of your opponent's deck into a 2/2 with ward 2. That's already something I love – but beyond that, you can actually turn those cards face up! And you can even cast them when they aren't creatures! Basically, it's like she gives you a token when that's what you need, and a card in your hand when that's what you need, and the combination is great. I'm giving her a B+

201 - Evidence Examiner - C+

So, if you've got some spare stuff in your graveyard, this can turn it into cards, and it gives you a repeatable way to collect evidence, something that seems particularly useful for payoffs that give you something when cards leave your graveyard. Still, I do wish this was both an enabler and a payoff for collecting evidence. As is, it doesn't feel strong enough to pull me into the color pair. I'm giving it a C+.

202 - Ezrim, Agency Chief - A

Ezrim offers really great stats, and his ability to gain powerful keywords is amazing, especially because he gives you the clues to sacrifice to protect him with hexproof. Most of the time, you're gonna wanna wait to play Ezrim until you can leave that mana up, because at that point your opponent is probably entirely unable to deal with Ezrim, and that's a problem because he ends the game in just a few swings.

The card's biggest downside is the mana cost. Double-white double-blue isn't always that easy to assemble in Limited, and the longer you have to wait to cast Ezrim, the less impressive it is.

Still, this is a bomb – it's a big flyer that is incredibly difficult for your opponent to deal with, and the worst case is that you still have a couple of clues around. I'm giving it an A.

203 - Faerie Snoop - C

A three mana ¼ flyer isn't a disaster, and the Disguise upside here is pretty real. Drawing a card is always nice, and there's plenty of incentive for putting things in the graveyard too. These hybrid Disguise costs also mean these are going to be playable in a wider variety of decks than just Blue-Black. I'm giving this a C.

204 - Gadget Technician - B-

Playing this face up gives you a pretty nice rate, and the Disguise option is pretty nice too. This looks like a really good common. I' giving it a B-.

205 - Gleaming Geardrake - B

I'm on-board with a two mana 1/1 Flyer that makes a Clue, and this thing will become a pretty real threat if it's left unchecked, as this format is replete with Clue tokens, not to mention other ways to sacrifice stuff. In short, this card has a nice fail case, and an amazing ceiling. It looks like a great signpost Uncommon. I'm giving it a B.

206 - Granite Witness - C+

A 4-mana 3/2 with Flying and Vigilance is sort of passable, so the Disguise upside here is a nice thing to have around. Tapping or untapping things isn't *always* gonna be useful, but when it is, it can be pretty awesome. I'm giving this a C+.

209 - Izoni, Center of the Web - A

This reminds me of Ishkanah, and that's good company to keep. In black green, this will be a 6 mana 5/4 with Menace thar makes two 2/1s with Menace and reach more often than it isn't, and on rate alone that's a bomb. Throw in the ability to cash in tokens for value, and we're talking about an A.

210 - Judith, Carnage Connoisseur - B+

Unless your spell does damage, giving it death touch and lifelink doesn't really matter. But if it *does* do damage, well – that's a pretty big upgrade!

The good news is when you don't really care about the first option, you have access to a second one that's incredibly strong – getting a 2/2 devil that damages the opponent when it dies is no small thing. Obviously you do need a decent number of instants and sorceries to really get Judith going, as she's pretty bad if you can never use this trigger, but I think most Black/Red decks will have enough spells for her to be pretty good. I'm giving her a B+.

211 - Kaya, Spirits Justice - A

All three of her abilities are pretty awesome. The +2 gives you serious card selection, and also makes her loyalty high enough that she won't be easy to take down right away. Her +1 can protect her and/or pressure your opponent, and her -2 is basically Bone Splinters. Obviously enough, the -2 and +1 synergize with her triggered ability too. The +1 makes sure you have tokens, and the -2 exiles stuff, so you're going to get some extra value out of that -2, provided you have some tokens around.

The total package is definitely a bomb. I'm giving her an A.

212 - Kellan, Inquisitive Prodigy - B+

Is this guy just showing up in every set now? Anyway – without the Adventure side, Kellan is a *really* good card. This format has plenty of artifacts for him to destroy – and they'll be on both sides of the table – so you will often do something with the trigger, in addition to having a nicely statted flyer. The Investigate side is pretty nice too, though keep in mind you're not always going to get much out of the ability to play an extra land. Still, it's upside on a card that is *already* good, and obviously making a clue before you play Kellan makes for nice internal synergy. I'm giving this a B+.

213 - Kraul Whipcracker - C

There are lots of tokens in this set for sure, but destroying most of them isn't typically worth a card, and this won't have a target *that* often. The stat-line isn't really above rate these days either. I'm giving this a C.

214 - Kylox, Visionary Inventor - C+

Menace, Haste, and Ward make it pretty likely you'll get one swing in with this. Problem is, giving up stuff on your board for the potential to cast free spells is a little sketchy. Sure, you're likely to hit a couple, but you *both* need expendable creatures around *and* enough spells in your deck for this to do its thing, and it isn't always easy to make sure your deck has both of those going on. In fact, it's *hard* to have both going on. So, I don't see this working out as often as you need it too, especially for 7 mana. I'm giving it a C+

215 - Kylox's Voltcharger - D+ / B

A three mana 4/4 vehicle with crew 2 is probably…a D+ or a C-. Sure, it's got good stats for the cost, but it doesn't matter so much when you're having to tap a two power creature to get it going. However, being able to crew this without tapping *anything* is pretty nice, though you do need a reasonably well-stocked graveyard to do it. Casting spells it exiles is where the value really comes in, but the fact you still have to *pay* for those spells is kind of sad. I think this needs a buildaround grade, even in Blue-Red, because this set's Blue-Red archetype isn't spells. It's probably a D+ in your typical deck in the format, and a B in a deck that gets there on spells and graveyard stuff.

216 - Lazav, Wearer of Faces - B

Hating on the graveyard certainly has value in this format, as does getting some Clues. There are also going to be times where Lazav can become a pretty insane creature, and if you attack and leave mana up to crack that clue, your opponent is going to be in a miserable situation, provided you exiled a creature. Even without that creature-copying effect, we're talking about a reasonably efficient creature that has some nice abilities. I think Lazav is a B.

217 - Leyline of the Guildpact - F

This effect isn't worth a card in Limited, we've seen that with cards like Prismatic Omen – even if you could put it into play for free every single game, more often than not it's going to feel like you're mulliganing because the value it delivers is so minimal. Sure, you can try and make your 5-color deck work with this thing, but do you do when you *don't* have the leyline? It just isn't going to do the job. I'm giving this an F.

218 - Lightning Helix - B+

This is a pretty sweet reprint, and an incredibly powerful removal spell. Don't underestimate just how good it is to simultaneously remove a creature *and* gain life. That can alter a game in your favor in a big way, and it can even go after the opponent. It's certainly premium removal. I'm giving it a B+.

219 - Meddling Youths - C+

A 5-mana ⅘ Haste is close to playable, and this can spit out Clues in a format where they really matter. Haste means it'll be able to come down and make that clue, especially if you're curving out. While this card is by no means *bad*, it does feel a bit underwhelming for a signpost Uncommon, at least compared to what we're used to these days. It doesn't seem like the kind of singpost that pulls you into a deck, it just seems like one you're happy to have when you're already *in* the deck, and I think that means it's a C+.

221 - No More Lies - C

A harder to cast mana leak, even with exile upside, isn't that good in Limited. It can hit some stuff early, but being able to leave up this mana is far from a guarantee. Then, the longer the game goes on, the less useful it is, because your opponent is more likely to be able to pay the tax. I'm giving this a C.

223 - Private Eye - B

This is a pretty awesome lord. The set has plenty of detectives to buff, and plenty of clues that will help you make detectives unblockable. If yo'ure in Blue-White, it's going to be hard for this not to buff a huge chunk of your deck. I'm giving this a B.

224 - Rakdos, Patron of Chaos - A-

Rakdos can end the game in a hurry, and most of the time when you play him he's going to give you something before your opponent ever has a chance to remove him. The fact he only lets them sacrifice nontoken/nonlands is important, and it makes the ability significantly stronger. If they choose to give you cards instead, you're pretty excited about that too. Rakdos is a huge, fairly efficient creature that will deliver some value even if your opponent has removal in most cases. I think that makes him a bomb. I'm giving him an A-.

225 - Rakish Scoundrel - C-

This seems…kinda meh. A 4-mana 3/3 death touch is probably a D. It can trade for anything, but that's really only exciting on cheap death touchers, and this definitely isn't one. And sure, this can grant indestructibility when it enters, or can do it at instant speed if you have the mana for disguise – which means that it will kill whatever blocks it *and* survive thanks to death touch and indestructibility, but it seems like you're just paying too much mana for this no matter how you deploy it. I'm giving it a C-.

226 - Relive the Past - C+

So, in theory you end up with three 5/5s that have additional upside when you cast this. In practice…getting more than one sounds like a bit of a challenge, especially because Green-White isn't exactly graveyard-centric in this format. While Artifacts and Enchantments aren't around, they aren't everywhere in this set – artifacts will be especially hard to find in Green/White. But…I *think* you'll be able to get two 5/5s out of this often enough, and occasionally get the full three, for it to be a card worth playing at the top of your curve. But, it is expensive and takes some work, so it probably isn't better than a C+.

227 - Repulsive Mutation - B-

Counterspells can be sketchy in many Limited formats, because leaving up mana and hoping your opponent plays into it can be a really serious problem. You have to be careful about using them.

But this is effectively a modal spell – one that gets even better when you can use both modes. A green and a blue to counter a spell unless your opponent pays mana equal to the highest power of creature you have in play isn't an *incredible* card, mostly because if you don't have a decent board state it's effectively blank, but by adding in the +1/+1 counter stuff, it gives this card something to do even when your opponent doesn't play into your counter-magic and when they *do* it's just going to feel like a hard counter.

I think that modality, coupled with how powerful this card is, do enough for me to be very interested in this card. In short, the times where this is a counter spell that adds to your board are going to feel pretty amazing, and the floor is acceptable. I'm giving it a B-.

228 - Riftburst Hellion - C

This isn't going to feel amazing either way you get the 6/7 with Reach, but the fact that it IS a huge creature with the upside of being castable as a three mana 2/2 Ward 2 makes it worthwhile.

229 - Rune-Brand Juggler - B-

Suspecting your creature might mean you get a good attack right away, and if nothing else the Juggler can suspect itself. It *is* nice that it's a "may" trigger, if you're in a spot where you need to block. The activated ability is pretty good, especially if you're making tokens into suspects, something that doesn't seem particularly far-fetched. It won't feel quite as good to give up real creatures with that ability, but that's not a bad fail-case either. If you have a Suspect in play and mana up, your opponent is going to be in a nightmare scenario. I'm giving this a B-.

231 - Shady Informant - C+

If you could *only* play this face up, it would be a pretty nice card. It has high enough power to trade with a whole lot of stuff, and the death trigger is likely to let you kill something else too – and that's a 2-for-1. So, the fact you can get it on the board earlier in the game *without* your opponent knowing it's lurking there makes it even nicer. I'm giving this a C+.

232 - Soul Search - C

This hits a wide enough variety of things to not to be an entirely useless discard spell, and the fact that sometimes you can get a token is pretty sweet. I'm giving this a C-.

233 - Sumala Sentry - B

This is a pretty awesome payoff for disguising stuff. Two counters is a big dral, and the fact you can turn them face up at instant speed can *really* make this a beating. I'm giving this a B.

234 - Teysa, Opulent Oligarch - B

You'll play her and get that first clue in the same turn a decent chunk of the time, and getting a 1/1 flyer when you draw off of your clues – or otherwise sacrifice them – is pretty great too. Being a three mana ⅔ deathtoucher isn't the *worst* thing ever either. I'm giving her a B.

236 - Tolsimir, Midnight's Light - A

5 mana for a 3/2 lifelink and a 5/5 trampler is an *incredible* rate. Tolsimir's ability to make stuff block the wolf can be pretty nasty too, but this card gets most of its value from giving you two very real bodies for a very low cost. This is a bomb, I'm giving it an A.

237 - Treacherous Greed - B

If you can set this up, it's pretty amazing. Three mana for a Lightning Helix to your opponent's dome and three cards is a big deal. The good news is, this is pretty darn easy to set up too – that's because the creature you sacrifice just has to have dealt damage. This includes to creatures, so this means most of the time when you turn a creature sideways, that creature will be sacrificable to this, provided that creature survives. So, there *is* set up here and it isn't entirely automatic, but it's very attainable. I'm giving this a B.

238 - Trostani, Three Whispers - B+

This has above-rate stats and the ability to grant these keywords is pretty awesome, especially since it can use the abilities on itself. The threat of activation is very real, and your opponent really has to think about death touch and double strike when making their decisions. I'm giving this a B+.

239 - Undercover Crocodelf - C

So…without Disguise this wouldn't be very good. A 6-mana 5/5 just doesn't move the needle, especially one that can only do something if it hits your opponent. Disguise does enough to make this playable, though, because you can get it on the board much earlier of course, but you can also find a way to sneak it in and get that clue more easily. I'm giving this a C.

240 - Urgent Necropsy - B-

You'll almost never have a planeswalker to destroy with this, but you'll basically always have a creature, and Enchantments and Artifacts aren't far-fetched either. Most frequently, you'll probably just take down a creature with it at instant speed, and it takes some pretty real setup. Although that set up *does* look obtainable in Black-Green decks. This will feel nuts when you hit three permanents, but your opponent both has to have those and you have to have the right cards in your graveyard. So, this has a high ceiling but a miserable floor. I'm giving it a B-.

241 - Vannifar, Evolved Enigma - B

So, she can buff all of your morphs and/or artifact creatures, which there are plenty of in the format! Cloaking things from your hand is pretty nice too. It'll feel the best in the mid to late game when you don't really need lands anymore – turning all your excess lands into 2/2s is no joke. Using it on actual creature won't feel *quite* as good, but if it's one that you can't cast just yet anyway, it's going to feel fine. I'm giving this a B.

242 - Warleader's Call - B

Anthems are good when you have lots of creatures and the incidental damage this can chip in can really turn up the heat on your opponent. But still, it's not the kind of card that does much unless you've already got at least a decent board. I think it's a B.

245 - Yarus, Roar of the Gods - B+

I'm already thrilled about a 4-mana 4/4 that gives Haste to your stuff, so…the fact that this has *insane* face-down card synergy is amazing. If you've got a Disguised creature and you attack with it with Yarus in play, your opponent either has to let it through and let you draw a card, or kill it and pray that the disguised creature won't be that scary when it comes back. Of course, if the best they can do is trade with a 2 toughness creature, that will be an especially brutal beating. The whole haste thing combos nicely here, because it means your disguised creatures will make your opponent make those decisions even more quickly. This looks awesome. I'm giving it a B+.

246 - Cease // Desist - C

The Cease side lets you hate on the graveyard while replacing itself which…probably wouldn't be good enough to make the main deck in this format. The Desist side is more situational, but there are definitely going to be board states in this format where it really impacts the board, and most of the time when you get to 6 mana it has a pretty good chance at destroying *something*, just…hopefully not your stuff. I think this gets a C.

248 - Fuss // Bother - B-

The Fuss mode can be pretty darn strong if you're going wide and you're the beat down. Meanwhile, Bother is less efficient, but also less situational. 6-mana for three 1/1 flyers and surveil 2 isn't *amazing*, but you're also fairly unlikely to die after you cast it thanks to those three bodies, and surveil 2 makes it likely you're going to draw something meaningful. Overall, I think that makes this a B-.

249 - Hustle // Bustle - C+

I like the design here. The Hustle side is super situational, but the times when it lines up right, it will feel like removal. Bustle is *also* situational, but it's also a game ender, as Overrun effects often are. Chances are pretty good you'll get sufficient value out of one side of this card to make it worth playing. I'm giving it a C+.

250 - Push / Pull - C+

The Push half is where you're going to get about 90% of the value here, as it's a solid removal spell. But…having the Pull half is definitely upside, because in the right situation it can just end the game. I'm giving this a C+.

Artifact:

251 - Cryptex - F

This looks pretty awful for Limited. It is effectively a blank card if your graveyard doesn't have what you need, so the fact that you can play this mana rock on turn two doesn't really matter, because it will rarely be able to produce mana on turn two. It's exciting to imagine getting those five counters on it and cracking it to draw three, but that's going to take quite a lot of time if you even do it at all. This won't do enough 99% of the time. I'm giving it an F.

253 - Lumbering Laundry - C-

We've seen in past sets with Morph that being able to look at your opponent's face-down cards isn't really worth spending mana. Sure, the information is nice, and there's worse things you could sink your mana into, but until you reach a point where you have literally nothing else you can do, you're not going to be using this ability. So, what you're left with is a pretty medium creature with a bit of Disguise upside. I think this is a C-.

254 - Magnetic Snuffler - C

This set does have some Equipment that sacrifice themselves and draw you a card, and that's kind of what it's supposed to interact with. There's also a decent amount of self-mill in the format. But…I still wouldn't count on triggering that ETB *all* that often. When you can, it will feel nice. I think most of the value of the Snuffler comes from the fact that it grows when you sacrifice clues or other artifacts – but, the fact it starts out so inefficiently makes it hard for me to really feel great about this card. I'm giving it a C.

255 - Magnifying Glass - D-

This wasn't very good last time we saw it, and chances are good it won't be good here. Three-mana mana rocks just don't do enough in Limited, especially when they don't fix your

mana. The Investigate upside obviously has some support in the format, but it's clunky as heck. I'm giving this a D-.

256 - Sanitation Automaton - D+

Some decks in the format are interested in the graveyard, others are interested in artifacts, and Surveil 1 is just a decent thing to have in general – but overall this card feels really underwhelming. The stats are bad, and even in the right deck you're not going to be getting a whole lot out of this card. I'm giving it a D+.

Land:

258 - Branch of Vitu-Ghazu - C

This is a really cool design. If you just need the mana right away, you can play it, but this has two other really nice functions. First, it's flood insurance. The last thing you want to do in the late game is draw a land - but thud one can be a creature when that's the case. And in the mid-game, when you might need the fixing, you can turn it face up.

Remember you can do weird stuff like assign this to block and turn it face up, at which point you get the mana and the creature it blocked is still considered blocked, but you don't lose the land.

So yeah, this seems perfectly solid to me. I'm giving it a C.

261 - Escape Tunnel - C+

Evolving Wilds is already pretty nice, especially in a format with more multicolored stuff going on than normal and – you're going to use this to get a land like 90% of the time – but having that extra ability to make a small creature unblockable is pretty nice, especially because drawing wilds when you've already fixed your mana can be a bit of a bummer. Note that you can use this on your Disguised creature, attack with it, and then flip it, which will sometimes be pretty sweet. I'm giving this a C+

265 - Public Thoroughfare - C

This is another nice source of fixing, even if it does require you to jump through a few hoops. Being able to only tap a Clue or something *once* when you play it is nice. I'm giving this a C.

266 - Surveillance Lands - C+

This provide nice fixing, and Surveil 1 is pretty nice. You get card selection and you can even load your graveyard with evidence. The fact they have basic land types comes up on occasion too.

267 - Scene of the Crime - C

This looks like a pretty solid source of fixing. You're not always gonna want to tap your creatures to make mana, as that can be a very real cost, but at least this can also produce colorless mana normally, it has useful typing as both an artifact and a clue, and you can of course throw it away for a card. This means all your eggs aren't in that mana-fixing basket, so it will almost never feel *terrible*, while still having the upside of shoring up your mana. I'm giving it a C.