


The Call of Gherkin (4)



Enchantment: Aura

Enchant creature
Enchanted creature gets +3/+3 and trample. Whenever this creature attacks, create a 1/1 Pickle creature

"Come!" Gherkin

Rise of the Dilldrazi (5)



Sorcery

Target player mills two cards, sacrifices two permanents, and loses two life

"Nothing lies in their wake"

Pickle Dragon



Token Creature: Pickle Dragon

Flying

4/4


Pickle Warrior



Token Creature: Pickle Warrior

3/3

The Mystery Machine (1)



Artifact: Vehicle

Crew 3 (tap any number of creatures with power 3 or more: This vehicle becomes an artifact creature until end of turn)

The Mystery Machine gets +2/+2 if you have Scooby Doo, Master Sleuth

5/6

Scooby Doo: Master Sleuth (3)



Legendary Planeswalker: Scooby Doo

+2 Look at target player's hand. Make them discard a card with cost 3 or less.

-2 Scry 5

-8 Search your deck for any 2 cards, put them in your hand, and shuffle your library.

3

Shaggy the Hungry (2)



Creature: Human Detective

Shaggy the Hungry gets +1/+0 for all other detectives you control

1/5

Daphne: Curious Inspector (2)



Creature: Human Detective

At the beginning of your end step, you may draw a card and discard a card

4/1

Velma: Genius in Glasses (2)



Creature: Human Detective

At the beginning of each end step, you may search your library for a detective and put it in your hand

1/2