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| <p><b>Deep-Cavern Bat</b> (1)(B)</p> <p>Creature -- Bat</p> <p>Flying, lifelink<br/>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                         | <p><b>Deep-Cavern Bat</b> (1)(B)</p> <p>Creature -- Bat</p> <p>Flying, lifelink<br/>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                         | <p><b>Deep-Cavern Bat</b> (1)(B)</p> <p>Creature -- Bat</p> <p>Flying, lifelink<br/>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                         | <p><b>Deep-Cavern Bat</b> (1)(B)</p> <p>Creature -- Bat</p> <p>Flying, lifelink<br/>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                         |
| <p><b>Demon Wall</b> (1)(B)</p> <p>Artifact Creature -- Demon Wall</p> <p>Defender<br/>Menace (This creature can't be blocked except by two or more creatures.)<br/>As long as this creature has a counter on it, it can attack as though it didn't have defender.<br/>{5}{B}: Put two +1/+1 counters on this creature.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Demon Wall</b> (1)(B)</p> <p>Artifact Creature -- Demon Wall</p> <p>Defender<br/>Menace (This creature can't be blocked except by two or more creatures.)<br/>As long as this creature has a counter on it, it can attack as though it didn't have defender.<br/>{5}{B}: Put two +1/+1 counters on this creature.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Demon Wall</b> (1)(B)</p> <p>Artifact Creature -- Demon Wall</p> <p>Defender<br/>Menace (This creature can't be blocked except by two or more creatures.)<br/>As long as this creature has a counter on it, it can attack as though it didn't have defender.<br/>{5}{B}: Put two +1/+1 counters on this creature.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Demon Wall</b> (1)(B)</p> <p>Artifact Creature -- Demon Wall</p> <p>Defender<br/>Menace (This creature can't be blocked except by two or more creatures.)<br/>As long as this creature has a counter on it, it can attack as though it didn't have defender.<br/>{5}{B}: Put two +1/+1 counters on this creature.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

Playtest cards - SpaceEnchilada - Standard (Jaffer's Mini Mosh - Standard)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    | <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    | <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                       | <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              |
| <div><div><div>Intimidation Tactics</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose an artifact or creature card from it. Exile that card. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Intimidation Tactics</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose an artifact or creature card from it. Exile that card. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Nowhere to Run</div><div>1B</div></div><div>Enchantment</div><div>Flash<br/>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Shoot the Sheriff</div><div>1B</div></div><div>Instant</div><div>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Shoot the Sheriff</div><div><div>1</div><div>B</div></div></div> <div>Instant</div> <div>Destroy target non-outlaw creature.<br/>(Assassins, Mercenaries, Pirates,<br/>Rogues, and Warlocks are outlaws.<br/>Everyone else is fair game.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Shoot the Sheriff</div><div><div>1</div><div>B</div></div></div> <div>Instant</div> <div>Destroy target non-outlaw creature.<br/>(Assassins, Mercenaries, Pirates,<br/>Rogues, and Warlocks are outlaws.<br/>Everyone else is fair game.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Shoot the Sheriff</div><div><div>1</div><div>B</div></div></div> <div>Instant</div> <div>Destroy target non-outlaw creature.<br/>(Assassins, Mercenaries, Pirates,<br/>Rogues, and Warlocks are outlaws.<br/>Everyone else is fair game.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Soulstone Sanctuary</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{4}: This land becomes a 3/3<br/>creature with vigilance and all<br/>creature types. It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Soulstone Sanctuary</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{4}: This land becomes a 3/3<br/>creature with vigilance and all<br/>creature types. It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                            | <div><div>Soulstone Sanctuary</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{4}: This land becomes a 3/3<br/>creature with vigilance and all<br/>creature types. It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                            | <div><div>Soulstone Sanctuary</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{4}: This land becomes a 3/3<br/>creature with vigilance and all<br/>creature types. It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                            | <div><div>Strategic Betrayal</div><div><div>1</div><div>B</div></div></div> <div>Sorcery</div> <div>Target opponent exiles a creature<br/>they control and their graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>              |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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| <div>Unholy Annex2B</div> <div>Enchantment -- Room</div> <div>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>----- RIGHT HALF -----</div> <div>Ritual Chamber3BB</div> <div>Enchantment -- Room</div> <div>When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Unholy Annex2B</div> <div>Enchantment -- Room</div> <div>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>----- RIGHT HALF -----</div> <div>Ritual Chamber3BB</div> <div>Enchantment -- Room</div> <div>When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Unholy Annex2B</div> <div>Enchantment -- Room</div> <div>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>----- RIGHT HALF -----</div> <div>Ritual Chamber3BB</div> <div>Enchantment -- Room</div> <div>When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Unholy Annex2B</div> <div>Enchantment -- Room</div> <div>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>----- RIGHT HALF -----</div> <div>Ritual Chamber3BB</div> <div>Enchantment -- Room</div> <div>When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Unstoppable Slasher</b> (2)(B)<br>Creature -- Zombie Assassin<br><hr/> <b>Deathtouch</b><br>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Unstoppable Slasher</b> (2)(B)<br>Creature -- Zombie Assassin<br><hr/> <b>Deathtouch</b><br>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Unstoppable Slasher</b> (2)(B)<br>Creature -- Zombie Assassin<br><hr/> <b>Deathtouch</b><br>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Unstoppable Slasher</b> (2)(B)<br>Creature -- Zombie Assassin<br><hr/> <b>Deathtouch</b><br>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Ghost Vacuum</b> (1)<br>Artifact<br><hr/> {T}: Exile target card from a graveyard.<br>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Ghost Vacuum</b> (1)<br>Artifact<br><hr/> {T}: Exile target card from a graveyard.<br>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Harvester of Misery</b> (3)(B)(B)<br>Creature -- Spirit<br><hr/> <b>Menace</b><br>When this creature enters, other creatures get -2/-2 until end of turn.<br>{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.<br><div>[sideboard]</div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                    | <b>Leyline of the Void</b> (2)(B)(B)<br>Enchantment<br><hr/> If this card is in your opening hand, you may begin the game with it on the battlefield.<br>If a card would be put into an opponent's graveyard from anywhere, exile it instead.<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                              |

Playtest cards - SpaceEnchilada - Standard (Jaffer's Mini Mosh - Standard)

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| <div>Leyline of the Void (2)(B)(B)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                           | <div>Leyline of the Void (2)(B)(B)</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                           | <div>Malicious Eclipse (1)(B)(B)</div> <div>Sorcery</div> <div>All creatures get -2/-2 until end of turn. If a creature an opponent controls would die this turn, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Nowhere to Run (1)(B)</div> <div>Enchantment</div> <div>Flash<br/>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.<br/>Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Qarsi Revenant (1)(B)(B)</div> <div>Creature -- Vampire</div> <div>Flying, deathtouch, lifelink<br/>Renew -- {2}{B}, Exile this card from your graveyard: Put a flying counter, a deathtouch counter, and a lifelink counter on target creature. Activate only as a sorcery.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Qarsi Revenant (1)(B)(B)</div> <div>Creature -- Vampire</div> <div>Flying, deathtouch, lifelink<br/>Renew -- {2}{B}, Exile this card from your graveyard: Put a flying counter, a deathtouch counter, and a lifelink counter on target creature. Activate only as a sorcery.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Stab (B)</div> <div>Instant</div> <div>Target creature gets -2/-2 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                           | <div>Stab (B)</div> <div>Instant</div> <div>Target creature gets -2/-2 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                     |

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| <div><div><div>Strategic Betrayal</div><div>①B</div></div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Withering Torment</div><div>②B</div></div><div>Instant</div><div>Destroy target creature or enchantment. You lose 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Withering Torment</div><div>②B</div></div><div>Instant</div><div>Destroy target creature or enchantment. You lose 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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