Ancient Tomb

Land

{T}: Add {C}{C}. This land deals 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancient Tomb

Land

{T}: Add {C}{C}. This land deals 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arid Mesa

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Badlands

Land -- Swamp Mountain

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

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Land -- Swamp Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Black Lotus (0)

Artifact

{T}, Sacrifice this artifact: Add three mana of any one color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blind Obedience (1)(W)

Enchantment

Extort (Whenever you cast a spell, you may pay {W/B}. If you do, each opponent loses 1 life and you gain that much life.)
Artifacts and creatures your opponents control enter tapped.

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Playtest cards - BobbyWeatherford - Vintage (High Noon Vintage II Tournament - North Texas sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Artifacts and creatures your opponents control enter tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodstained Mire

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.

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{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cruel Reality {5}{B}{B}

Enchantment -- Aura Curse

Enchant player
At the beginning of enchanted player's upkeep, that player sacrifices a creature or planeswalker of their choice. If the player can't, they lose 5 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Curse of Death's Hold {3}{B}{B}

Enchantment -- Aura Curse

Enchant player
Creatures enchanted player controls get -1/-1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Curse of Exhaustion {2}{W}{W}

Enchantment -- Aura Curse

Enchant player
Enchanted player can't cast more than one spell each turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Curse of Misfortunes {4}{B}

Enchantment -- Aura Curse

Enchant player
At the beginning of your upkeep, you may search your library for a Curse card that doesn't have the same name as a Curse attached to enchanted player, put it onto the battlefield attached to that player, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment -- Aura Curse

Enchant player
At the beginning of your upkeep, you may search your library for a Curse card that doesn't have the same name as a Curse attached to enchanted player, put it onto the battlefield attached to that player, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Curse of Thirst {4}{B}

Enchantment -- Aura Curse

Enchant player
At the beginning of enchanted player's upkeep, this Aura deals damage to that player equal to the number of Curses attached to them.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Ritual {B}

Instant

Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Ritual {B}

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Dark Ritual {B}

Instant

Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Endless Evil {2}{U}

Enchantment -- Aura

Enchant creature you control
At the beginning of your upkeep, create a token that's a copy of enchanted creature, except the token is 1/1.
When enchanted creature dies, if that creature was a Horror, return this card to its owner's hand.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flooded Strand

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Despair {1}{B}{B}

Instant

If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost.
Destroy all creatures that entered this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Playtest cards - BobbyWeatherford - Vintage (High Noon Vintage II Tournament - North Texas sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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Herald of Amity {3}{W}

Creature -- Griffin

Flying
When this creature enters, exile the top eight cards of your library. You may cast an Aura spell from among them without paying its mana cost. Then put the rest on the bottom of your library in a random order.
Whenever this creature attacks, it gets +X/+X until end of turn, where X is the number of Auras you control.

2/2

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hexing Squelcher {1}{R}

Creature -- Goblin Sorcerer

This spell can't be countered.
Ward--Pay 2 life.
Spells you control can't be countered.
Other creatures you control have "Ward--Pay 2 life."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lotus Petal (0)

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Marsh Flats

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Jet (0)

Artifact

{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Pearl (0)

Artifact

{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Ruby (0)

Artifact

{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Sapphire (0)

Artifact

{T}: Add {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Null Rod (2)

Artifact

Activated abilities of artifacts can't be activated.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - BobbyWeatherford - Vintage (High Noon Vintage II Tournament - North Texas sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overwhelming Splendor (6)(W)(W)

Enchantment -- Aura Curse

Enchant player
Creatures enchanted player controls lose all abilities and have base power and toughness 1/1.
Enchanted player can't activate abilities that aren't mana abilities or loyalty abilities.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plateau

Land -- Mountain Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plateau

Land -- Mountain Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Delta

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scrubland

Land -- Plains Swamp

({T}: Add {W} or {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scrubland

Land -- Plains Swamp

({T}: Add {W} or {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - BobbyWeatherford - Vintage (High Noon Vintage II Tournament - North Texas sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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Sol Ring {1}

Artifact

{T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tundra

Land -- Plains Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underground Sea

Land -- Island Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Verdant Catacombs

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Volcanic Island

Land -- Island Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chimil, the Inner Sun {6}

Legendary Artifact

Spells you control can't be countered.
At the beginning of your end step, discover 5. (Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Curse of Echoes {4}{U}

Enchantment -- Aura Curse

Enchant player
Whenever enchanted player casts an instant or sorcery spell, each other player may copy that spell and may choose new targets for the copy they control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

High Noon {1}{W}

Enchantment

Each player can't cast more than one spell each turn.
{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.

[sideboard]

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Leyline of the Void {2}{B}{B}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spider-Punk {1}{R}

Legendary Creature -- Spider Human Hero

Riot (This creature enters with your choice of a +1/+1 counter or haste.)
Other Spiders you control have riot.
Spells and abilities can't be countered.
Damage can't be prevented.

[sideboard]

2/1

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Spells and abilities can't be countered.
Damage can't be prevented.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Splinter Twin {2}{R}{R}

Enchantment -- Aura

Enchant creature
Enchanted creature has "{T}: Create a token that's a copy of this creature, except it has haste. Exile that token at the beginning of the next end step."

[sideboard]

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Enchant creature
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Swords to Plowshares (W)

Instant

Exile target creature. Its controller gains life equal to its power.

[sideboard]

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Instant

Exile target creature. Its controller gains life equal to its power.

[sideboard]

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